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**euroPRESS**  
INTERACTIVE

**INSIDE:**

- **THE AQUATIC GAMES**
- **CURSE OF ENCHANTIA**

## PINBALL FANTASIES

Stunning sequel  
to Pinball  
Dreams

PLUS: FULL  
PD GAME

**AMIGA  
ACTION**

**EXCLUSIVE!**

1 MEG ONLY

Cripes! Where's my bloomin' free disk?  
See that newsagent fella now!

## THE CHAOS ENGINE

Two player  
Bitmap blast

1 MEG ONLY

**ZOOL**

Breaking the  
super Sonic  
barrier!

**AMIGA  
ACTION**

# MANSELL'S WORLD CHAMPIONSHIP

**IT'S WHEELY,  
WHEELY  
GOOD!**



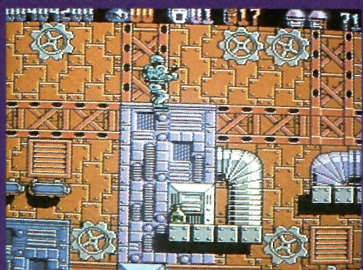
**UNRAVELLED: GOBLIINS**  
**PREVIEWED: HERO QUEST 2**  
**FEATURED: XMAS RELEASES**

'Er, excuse me newsie person but my  
free disk seems to have done a runner'

**WIN**  
**STATE OF THE ART  
CANON CAMERAS**



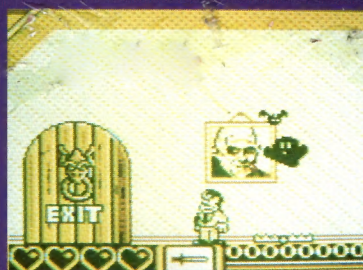
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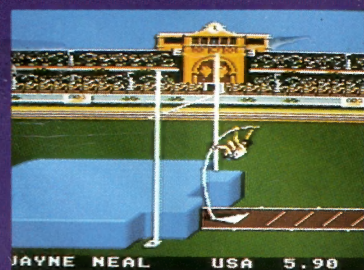
ROBOCOP 2 FOR THE NES  
RATED 72%  
MEAN MACHINE / MARCH 1992



LEMMINGS FOR THE SUPER  
NES RATED 93%  
CVG / MARCH 1992



ADDAMS FAMILY FOR THE  
GAME BOY RATED 52%  
GO! / MAY 1992



OLYMPIC GOLD FOR THE  
MEGADRIVE RATED 70%  
MEAN MACHINE / JUNE 1992



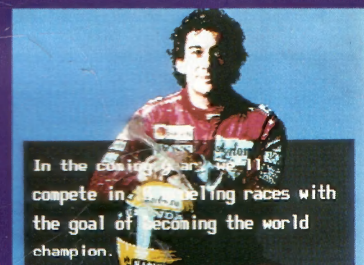
SONIC THE HEDGEHOG FOR  
THE GAME GEAR RATED 89%  
SEGAPRO / JANUARY 1991



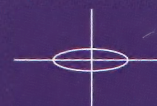
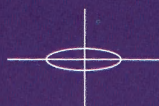
SUPER HANG ON FOR THE  
MEGADRIVE RATED 89%  
COMPLETE GUIDE TO THE  
MEGADRIVE / DECEMBER 1991



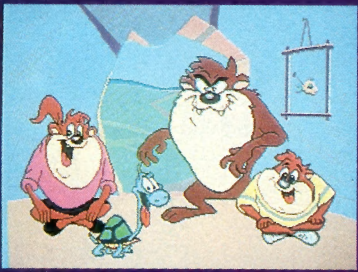
FINAL FIGHT FOR THE  
SUPER NES RATED 88%  
CVG / AUGUST 1992



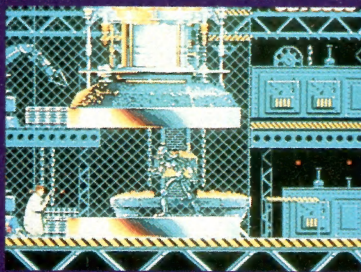
SENNA SUPER MONACO FOR  
THE MEGADRIVE RATED  
89% CVG / JULY 1992



HERE'S HOW THE MA  
THE TOP GAMES.  
CHECK OUT IF THEY  
AT THE GAMESMASTE



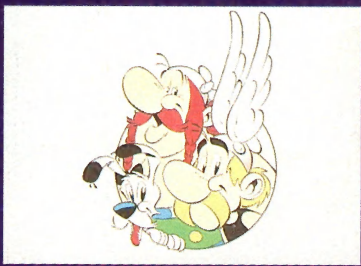
TAZ MANIA FOR THE MEGADRIVE RATED 93%  
SEGAPRO / AUGUST 1992



TERMINATOR FOR THE MEGADRIVE AND THE MASTER SYSTEM RATED 90%  
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SPIDERMAN FOR THE GAME BOY RATED 93%  
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ASTERIX FOR THE MASTER SYSTEM RATED 90%  
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- 12 reviews, 3 huge compos and 10 pages of GTGAs!
- A lower price! Yes, we got it right - a lower price! Due to a great deal we get on coverdisk prices, Amiga Action is now only £3.50 for 116 value-packed pages, plus 2 wild coverdisks!
- A lower price if you subscribe - just £2.42 an issue (see pages 42 & 91) - and even lower if you want the mags without the disks - just £1.92!

Remember, Amiga Action is your mag - so keep looking out for new ideas in the next issues!

**NO. 1  
AMIGA MAG**

## AMIGA ACTION

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**63**

**blue print**

Gasp! We have an exclusive interview with the Bitmaps who talk about their potentially awesome **Chaos Engine**. Also, there's early looks at **Nigel Mansell** and **Hero Quest 2!** **Core's Darkmere** is unveiled, too.



**Nigel Mansell p70**



**Darkmere p68**

DESCRIPTION

They get better! This month, we have THREE crucial compos. Take loadsa gorgeous photos with the brain-blowingly trendy Canon Epoca. Take home hundreds of delicious Chupa Chups - they're sweeter than our back page! And the KGB will have nothing on you if you can win our fanatstic Scanner from Krisalis.



**74**



**regulars**

### News.....8

Up and under action with Domark's rugby sequel. Also, Daze's Easter bunny in time for Christmas and the unofficial Storm Master 2.

### Subscriptions....42/91

Don't get trapped in a snowdrift without your latest copy of Amiga Action. There's no better opportunity to save 45% and gain a year's supply of the mag to boot!

### Budget Games.....72

Do a handstand and let those coppers fall out from the murky depths of your trousers. Now go and buy Supercars 2, Dizzy, and more.

### Public Domain.....77

The masters of PD are examined. Yep, 17-Bit Software's Asteroids clone and tricky Matrix game (Isn't he a trigger-happy tough guy from Commando?) are under scrutiny.

### Talkback.....93

Dear Amiga Action, please can you tell me your address so I can write to you about lots of things. Thanks in advance. Yours, A. Plank.

### Boggit's Domain..99

"Bonjour!" Bam! Take that. Another Frenchman bites the dust, courtesy of our King of adventure games, the Boggit.

### Buyer's Guide.....106

It's the most definitive, concise and accurate run down of all the games released in the past 12 months. You say 60,000 people said they like it, our survey says... ping - 60,000!

80

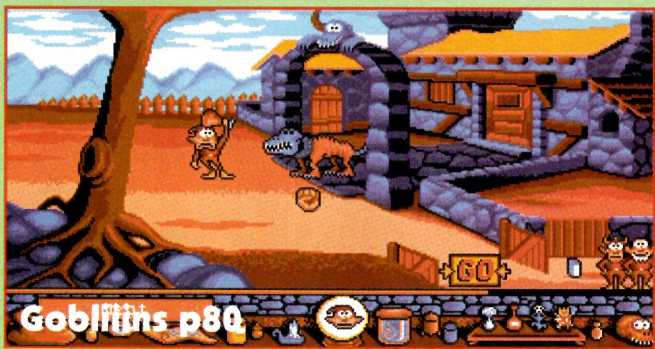
giving the game away



Gobbled up, digested and thrown up - yes, we dissect the marvellous **Gobliins** and **Premiere**. Also chopped up and stir fried is the oriental beat'em-up, **Dojo Dan**. Enjoy!



Premiere p86



Gobliins p80

reviews

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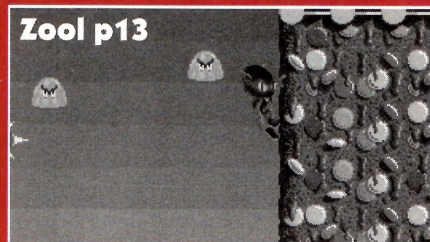
Sword of Honour .....28  
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coverdisk



Pinball Fantasies p18

Pinball fanatics - beware! You can quit fantasising about flashing lights, ball bearings and leather knitware (Eh? - Ed.) and get your flippers around the brilliant **Pinball Fantasies!** After playing this disk thoroughly, fool around with **Zool** - the ninja from the Nth Dimension. Finally, check out the new Bitmap smash - **The Chaos Engine!**



Zool p13

14

Competition Winner!

Cast your minds back to the September issue and you will remember we ran a stonkingly good Mega Drive competition. Loads of people reckoned Ralph's girlfriend was called Rocksette, but the winner was Darren Shepherd from North Wales who reckoned she was called Kelly Le Rock. Next month, we announce the winner of the Sony Hi-Fi.

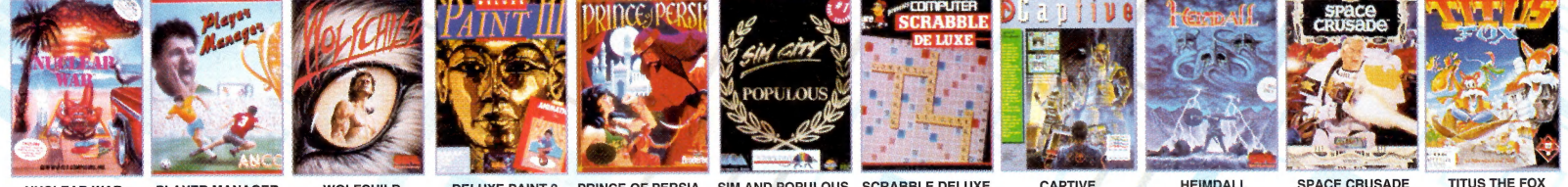




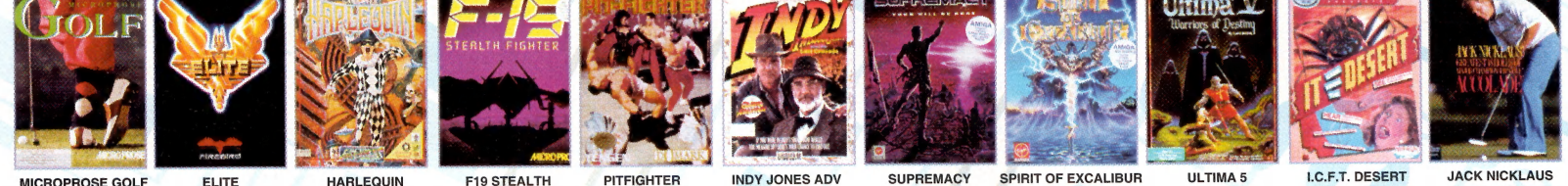
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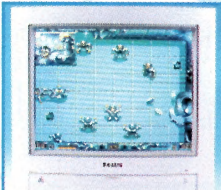


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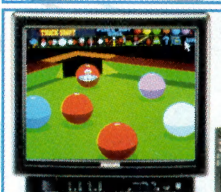
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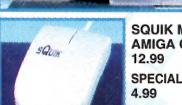
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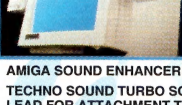
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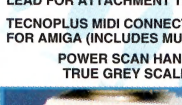
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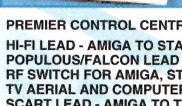
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## THE FIRST WORD

A new scoring system, a new Boggii's Domain and a new Editor! Yep, AA's changed quite extensively over the last few months. While most of you approve, I can tell others will need a little persuasion so if a couple of burly men turn up on your doorstep, you know why!

Seriously though, I am trying my best to provide the magazine you want. Our recent readership survey gave me some interesting ideas and will help re-direct the magazine to try and suit everyone's needs. As soon as all the forms have been processed, I'll tell you what's what.

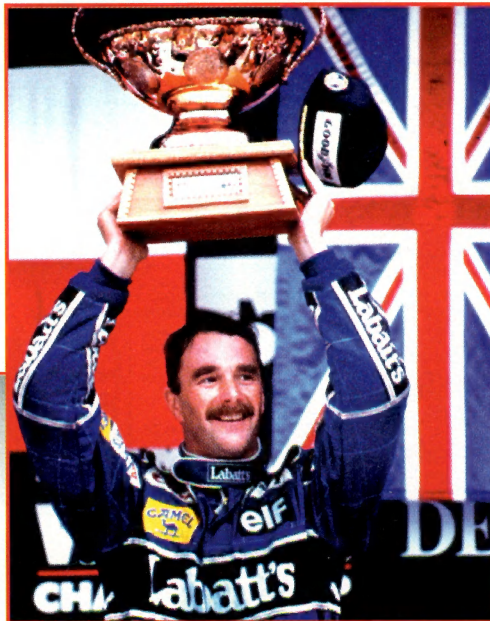
The rejection of the League system has been the most controversial alteration of late. In order to satisfy everybody (hopefully!), next month will see a combination of both scoring systems: a ranked Buyer's Guide. Fingers crossed that you'll like it.

Finally, please write in with any more ideas concerning any aspect of the magazine. Ultimately, AA is providing a service - I realise this and hence understand the importance of your feedback. Keep writing in, keep me up-to-date with your views and opinions.

Cheers, Alan.

# THE MAN'S HELL

**W**ith Nigel Mansell winning the World Championship and then promptly deciding he didn't want to win it again (maybe the runner's up prize looks nicer), a series of companies are jumping onto his Williams FW14 bandwagon and releasing products related to Formula 1. The latest is Logic 3, who are accelerating into the market with their FREEWHEEL analogue steering wheel controller. Useful with driving and flight simulations, expect to see it in the shops retailing at a slightly less than free £29.99.



**Above:** Our Boy Nige, happily retired and looking forward to life driving cars in America with a dead Frenchman strapped to the bonnet.

**Left:** That's a nice looking steering wheel. Looks like someone's run off with the car. Unusual...

## Red faces

**W**ho remembers the old KGB with affection? Oh, what joy and entertainment they gave us all, as we laughed at their many outrageous gags, from their suggestion that Aids originated in American Germ Warfare labs to their classic jape, the masterminding of the invasion of Czechoslovakia. Not.



We find it hard not to admire the high-tech efficiency which the KGB utilises in its incessant and bloody fight against just about anyone who looks at it sideways. Yeah, right.

Well, Virgin seem to think there's some entertainment to be had from this notorious bunch of thugs and murderers, and have released a graphical adventure called *KGB*, in which you manoeuvre about the KGB HQ via mouse, searching for clues to solve.

Unfortunately, we can't say when this game will be released from the Virgin gulag, but we'll bring you more info as soon as we get it (when our spies report in).



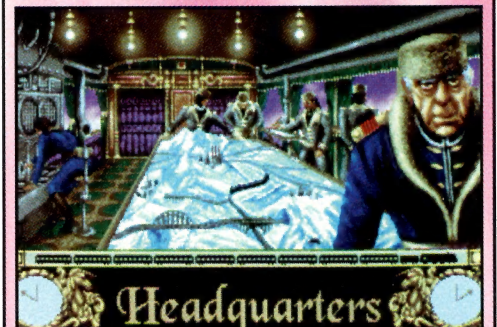
As you can tell, we're in Arctic Train-ing. (Go on. Laugh. Okay, so it's not funny. Sorry. - Ed.)

## Snow laughing matter

**I**t's the year 2022 and the world has suffered the onset of nuclear winter. Although, with the Greenhouse effect and everything, this might seem like a pretty good idea, things have gotten a little out of hand and half the planet is buried under several miles of sheet ice.

Several centuries later, most of the planet's resources are controlled by a huge corporation, the Viking Union, and it is your job to take this organisation on in a fit of idealism, try to break its stranglehold and save the world. Easy, eh?

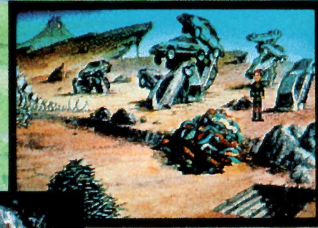
*Transarctica* is from Silmarils and will be available in January.



Now here's an ugly bunch if ever you've seen one. And the scary thing is that they're on your side!



# Curse of ENCHANTIA



Sucked into the cursed land of Enchantia, Brad finds himself chained and manacled inside a castle's dungeon. He escapes from the castle via a subterranean cave system and meets fortune tellers, magicians, dragons, elephant seals, fire demons plus many other colourful characters both friendly and otherwise! Travel with Brad to the Valley of the Lost, the Ice Palace and the Graveyard in his quest to ensure his safe passage home.

Curse of Enchantia is available on Commodore Amiga (1 meg only) and IBM PC compatibles.

Screen shots from IBM PC version.



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Aren't those the finest pair of teeth you've ever seen? He must've borrowed them from Esther Rantzen.

## BIG BUNS?

A new breed of *Breakout* is upon us: This time, it arrives under the rather strange name of *Bunny Bricks*.

Curiously labelled as "the first cartoon-style, arcade, brick-breaking baseball game to star a rabbit", the strange humour of Silmarils sends us all running, gibbering, into the hills.

With this rabbit apparently possessing the ability to use machine-guns, multi-bats and more, we have to ask ourselves whatever happened to the innocent bouncing bunny at the bottom of the garden?

Containing a variety of unhelpful friends, and puzzles more perplexing than the new series of *Krypton Factor* (although that's not difficult), *Bunny Bricks* is scheduled for a late October release into the wilderness. Price is yet to be announced, so keep your eyes skinned.



The graphic artists had a wild time with the Amiga's colour palette. It's enough to send you crazy.

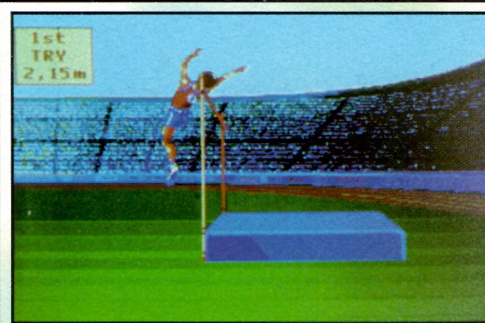
## Mirage's handy Gadgets

After a successful partnership with *Humans*, Mirage and Imagitec Design are working on *Gadget Twins*. Described as, "...an extravaganza of vibrant colour, hilarious characters and great gameplay brought to life by cartoon quality animation", this one or simultaneous two player arcade caper is sure to lift the edges of your mouth into the higher reaches of your cheek! The price should be about £29.99, for Christmas.

Also, a quick mention of Mirage's 1993 hope, *Dwagons*. It features six levels of arcade adventuring action where you take control of a couple of mischievous, er, dwagons. Venture through jungles, temples, mountains and more. Price TBA.



And here we see our big-eared hero imitating the great DiMaggio. You can learn a few things from that swing.



Either he's a professional high jumper or he's got springs in his shoes. There again, what's the difference?

## Putt it about

A cluster of Summery sporting events appears (perhaps belatedly) in *Microids'* forthcoming athletics extravaganza.

After the success of the relatively neat *Superski 2* in the sweltering days of late Spring, *Super Sports Challenge* is due to pounce in the somewhat cool and very wet Autumn months - something's definitely gone wrong somewhere!

From the sprint to the hurdles and javelin to shot putt, you can then relax in the pool by attempting the 100 metres freestyle or splash your way through the 4 x 100 metres relay in record breaking time.

After all this, try bouncing through the high jump, long jump, triple jump and launch yourself into the pole vault. When you catch your breath again, a little kayaking and then a number of exploits on the funboard round off your championship.

*Super Sports Challenge* should have been with us in time for the Barcelona Olympics. Oh well, keep your fingers and toes crossed for, hopefully, a release in the not too distant future. To be reviewed as soon as possible.

## Starry eyed

Interplanetary struggles for survival is the theme for *Microids'* latest wargaming project to appear on the Amiga.

*Dominium* has the potential to "...revolutionise the world of wargames and economic simulation." They continue to emphasise, "*Dominium* combines action, strategy and simulation in a universe worthy of the most famous science fiction authors."

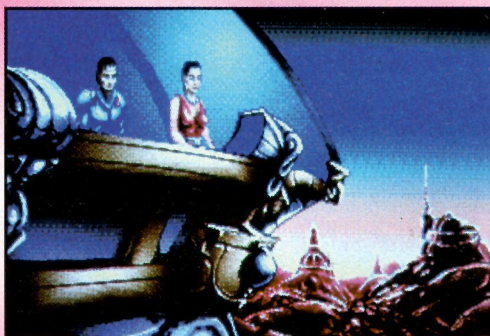
Visual presentation is important, providing the atmosphere required to absorb the player into its starry world. *Microids* are confident their time spent on graphics will be greatly appreciated by the gamesplayer.

They claim the strategy element matches the graphical quality: "*The player will have to manage several units such as factories, tanks, fighters, mines, power stations, and more. Build new establishments, repair damaged ones, explore space and conquer planets.*"

Interact with people and have the ability to save your planet from the incoming invasion force. It sounds promising but no release date has yet been decided. We'll bring you the latest info just as soon as we get it.



Shoot the centre circle for maximum points. If you miss, somebody on Earth is going to be in for a shock.



"And all this, my son, will be yours one day." Wow, you've inherited decay, rubble and Sky TV.

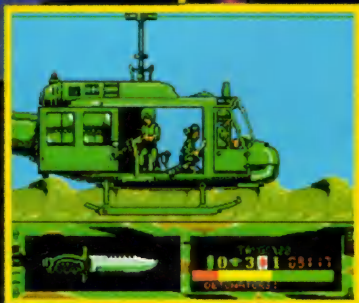


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# ACTING NEWS NOTION



## Virgin on the ridiculous

**C**ommand an entire force of untrained soldiers throughout a series of gruelling missions in Virgin's military action game.

Illustrated in 3-D, *Rookies* could be the surprise hit of the year. Tackle 50 missions of increasing difficulty, continually update your troops' firearms from pistols to flame throwers, and take on the mighty armour of the verminous opposition.

The graphical quality is, as you can see, incredible and we understand the gameplay to be of a similar high quality. *Rookies* looks to have a dazzlingly bright future! A year in development, *Rookies* is expected to be available any day now.



Aaagh! It looks like you've loaded your gun with paintballs! Quick, where's the live ammo?

Below: Whose bright idea was it to build their new home in the middle of a battlefield? Board up your windows!



Er, shouldn't we have parachuted somewhere away from the enemy tank? What do you mean, we're a diversion!



## SO YOU WANNA BE A STAR?

**A** computer gamesplaying tournament is about to sweep across the British Isles and could earn you a massive £10,000.

The competition is free to enter but you must qualify through heats and then win the final. Just turn up, between 2pm and 5pm, at Virgin's Games Centres and Mega Stores on the following dates:

Stockport and Manchester (October 19-22), Birmingham, Bristol, Cardiff, Newcastle, Gateshead, Bromley, Croydon, Guildford,

Ilford, Kingston and London (October 26-29).

You will have to play *Zool*, *The Aquatics* or *UN Squadron* on either the Amiga, Mega Drive or Nintendo.

Regional finals will take place on Friday, 30th October. The final itself is scheduled for November 5-8 at Earls Court in London. All expenses to London will be paid for.

You'll be able to check out all the action a week after the tournament on YTV's *Bad Influence*! See you there!

## Same old Formula

**W**e've had Lotus and Jaguar endorsements. Now, System 3 are developing *Ferrari*, the official game representing the nippy Formula One car.

Not much is known about *Ferrari* except that it will be played via a Lotus/Jaguar perspective, looking somewhat similar to *Continental Circus*.

System 3 were lucky in the sense that somebody at their office had contacts at Ferrari. One thing led to another and it will be possible to see the result in the New Year. We'll be reviewing it then.



C'mon lads, let's get this game over with. There's a pint o' lager an' 'n' meat 'n' potato pies waiting for us inside!

## Try, try again

**T**hey lost the Challenge Cup to Audiogenic last time around - can Domark gain sweet revenge with their sequel? We're talking about rugby, of course. *International Rugby Challenge* is the official follow-up to *Rugby - The World Cup*. Based on the game of Union and not League, IRC has a lot to prove.

You'll be able to participate in all the international tournaments, decide team tactics, have to overcome all manner of weather conditions, and more. And joystick waggling? Yep, expect to have a pair of aching hands by the time you've finished playing this game.

IRC will be on sale toward the end of October for a retail price of £25.99.



Not more furious waggling, please! Hopefully, it will be toned down a liittle for the sequel.



**ST-ACTION 92%**  
**AMIGA-ACTION 91%**  
**WATCH THIS SPACE!**



# ZOOL

After numerous delays, missed release dates and several major tweaks, *Zool* has finally arrived bigger, better and brighter than ever before. And this time, it definitely is BAD news for hedgehogs, as I'm sure you'll find out when you play this goliath demo and realise that what we've given you here is the complete first level!

Take control of Zool, an interstellar dweller, with ninja-like reflexes and a fearsome abundance of martial arts expertise.

While you're playing, try to refrain from admiring the full screen parallax scrolling, the superlative gameplay, or the sizzling sound FX and concentrate on collecting the sweetsies, pulverising the badies and above all, having stacks of fun...



## WHAT'S IT ALL ABOUT

Well, it's all about leaping around platforms and killing things really, but there are plenty of other delights to get sweaty about as well.

Underneath all the glamour, it's an accessible arcade style platform game, so the basic gameplay elements speak for themselves.

Instead, here are a few guidelines and pointers to make your life easier and a lot more plentiful...

- The rotating arrow in the bottom left corner directs you to the level exit.
- Ensure you collect heaps of sweetsies. In fact, don't bother looking for the exit until you've collected 99 of them.
- Jump and hold down fire to activate the ferocious spin.
- Pull into a wall when airborne to cling on.
- Run fast, pull down and fire to perform a ninja sweep.
- Collect the upwardly floating strawberries to increase your ever-decreasing supply of energy.
- Search in every nook and cranny for hidden bonuses.
- Avoid running out of time.
- Don't die.

WITHOUT FIRE BUTTON  
PRESSED  
JUMP



DUCK

WITH FIRE BUTTON  
PRESSED  
JUMP & SPIN



DUCK & FIRE



Don't be a squashed hedgehog all your life. Become a ninja of the Nth dimension and treat yourself to a copy of *Zool* right away!

**PUBLISHER** Gremlin **RELEASED** Out now

**PROGRAMMERS** G. Allen, A. Carless & T. Dawson

**GAME TYPE** Platform **PRICE** £25.99

**LOADING INSTRUCTIONS** Slip the *Zool* coverdisk into your Amiga's internal disk drive and turn on the power. After a short while a cursor will appear, prompting you to type: ZOOL. And don't forget to press the Return key.

## PROBLEMS!!!

If your disks are duff, please return them to: Stanley Precision Data Systems Ltd, Unit F Cavendish Courtyard, Saloon Road, Weldon North Industrial Estate, Corby, Northants, NN17 1JX.

## MAMBAMOVE INSTRUCTIONS

*Mambamove* is a simple PD game based on the classic golden oldie *Snakes*. The aim of the game is simple. Just guide the snake around the screen and eat the goodies, making sure you avoid running into your own tail or any other fatal obstacles. Full instructions can be found within the game itself. To load the game, simply insert the relevant coverdisk and turn on your Amiga. When the cursor appears, type MAMBAMOVE and press Return. On some Amigas, you may see a few text and screen glitches. Don't worry, it will still work perfectly.

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or have a smashing dogfight in your F15**



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finely honed skills to decide on strategy, missions and campaigns. More of a challenge than waiting for a rerun of Top Gun, really.

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GRUESOME



# PINBALL FANTASIES

Sparkling entertainment is the name of the pinball game. Vibrant tables erupt into a mind-numbing flurry of flashing lights and rattling sounds.

This form of fun had never been successfully brought to the Amiga until 21st Century Entertainment surprised everyone with the magnificent *Pinball Dreams*, a creation from a previously unheard of Swedish development team. A few months later and the official sequel, *Pinball Fantasies*, is about to arrive with larger tables, more flippers, and more everything. Now's the time to start the hype!



Don't forget to utilise the flipper situated high up the table. Send the ball across and into the either one of the two narrow channels.



Lift both flippers to reduce the chance of the ball falling through when descending at an angle. It's all down to technique you see!



Nudging the Shift keys rearranges the highlighted letters, enabling you to ensure the ball trundles into an unlit channel.

## WHAT'S IT ALL ABOUT

It's about having a wild time! You know the score - belt the ball about the table, accumulating as many points as you possibly can.

The two Shift keys on your Amiga activate your left and right flippers. There's also a flipper high up the left-hand side which can be flicked by pressing the left Shift key.

Dabbing the Spacebar tilts the table but don't be too tap-happy. And yes, it is possible to bounce the ball off the bottom pin and hence save a 'life'.

Highlighting the letters P-U-K-E doubles your score bonus. Activate the ducks then trap the ball in the left slot to chomp your way through sodas and ices. There's plenty more to learn but it's best to find out for yourself - just like the real thing!

Toggle the music on and off by hitting the 'M' key and F1 sets you on your way.

**PUBLISHER** 21st Century **RELEASED** Out now

**PROGRAMMER** Digital Illusions

**GAME TYPE** Bat and Ball **PRICE** T.B.A.

**LOADING INSTRUCTIONS** Slip the *Pinball Fantasies* coverdisk into your Amiga's internal disk drive and turn on the power. After a short while a Dos header and cursor will appear, prompting you to type: PINBALL. And don't forget to press Return.

# THE CHAOS ENGINE

The wait is over. After two years of strenuous programming by the Bitmap Brothers, the *Chaos Engine* is here, awaiting your full and undivided attention. In this fully playable one level demo, you and a friend can take on the Chaos Engine and its hordes of minions, using a selection of savage weaponry the Yorkshire Ripper once craved.

Blast your way through heavily infested forestry, seek out and utilise hidden bonuses, discover secret locations and work in conjunction with an intelligent computer counterpart.

## WHAT'S IT ALL ABOUT

To complete the provided level and ultimately beat this astonishingly giant demonstration, you must shoot (activate) a number of nodes to open the level exit.

Meeting these nodes face to face isn't always straightforward. Some are inaccessible (at first) and you'll have to collect a number of keys to remove or add certain elements to the landscape. Basically, collect the keys (gold and silver) and monitor what effect each of these has on the landscape. Collecting a silver key could construct a ladder, or remove an obstructing pillar.

The weapons and power-ups are equally plentiful. Collect the treasures to boost your funds, pick up 'specials' and hold down the fire button to trigger them and jab the space bar to cycle through the weapons available to your character.



Who did the most work, player one or player two? It's a close one, but the second player scraped it, just!



This is the life. An eight way blaster, a mentally disturbed partner in crime and more cannon fodder than your average Arnie film.



That gold column is a node. Shoot three of these to open the exit, or is it four? Oh well, seems as though I've forgotten. Work it out for yourself!

WITHOUT FIRE BUTTON  
PRESSED  
UP



DOWN

FIRE  
WEAPON/  
HOLD FOR  
SPECIAL

WITH FIRE BUTTON  
PRESSED  
STAND AND  
FIRE UP

STAND AND FIRE  
LEFT



STAND AND FIRE  
RIGHT

STAND AND FIRE  
DOWN

**PUBLISHER** Renegade **RELEASED** Nov 1992

**PROGRAMMER** The Bitmap Brothers

**GAME TYPE** Shoot'em-up **PRICE** £25.99

**LOADING INSTRUCTIONS** Insert the *Chaos Engine* coverdisk and turn on your

Amiga. When the Dos header appears, type in the word CHAOS and press the Return key.

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**PHILIPS**





# SILLY P

The latest in a long line of platform heroes is slimy, blue and extremely stretchy...



"Uzi 9cm!" shot the Terminator carrot as he unleashes a barrage of bullets in the direction of our hero. Get out of the way quick, Putty!



Stretching across gaps is a quicker mode of transportation than trying to walk or jump. It can also allow you to peep to the platforms above and below to see what's happening.

## Putty pulverises



These red blobs love nothing more than to scoff rabbits, so by transforming yourself into one you can successfully destroy them from within. Actually, it is rather like making them explode, spilling their guts all over the place! (Steady on! - Ed.) Well, it is part of the game!

Being turned into bubble gum is every Putty's nightmare but that is just what is happening to hordes of the stuff as some evil wizard named Dazzledaze has taken up residence on the moon to perform this very evil task. One Putty has managed to escape and is about to try and overthrow the plans of Dazzledaze. To do this he must build his way up to the moon.

However, Putty himself cannot perform this task and must enlist the help of several robots to construct each section. Before these can be drafted into your army, you must rescue them and this is what takes up each level of the game.

### Pliable friends

Controlling Putty, you must squidge and slurp your way around the platforms taking robots to the level exit. This is done by absorbing the droids, which incidentally look like the robots from the 'Smash' adverts, and then releasing them in the vicinity of the exit.

Putty is one of the most original characters ever to appear on the computer screen - his ability to absorb things sets him apart from the field. At first glance this game

PLATFORM

# UTTY



Your reward for successfully absorbing a missile launcher (not easy!) is the newfound ability to transform into them.



Pump power! Putty inflates to an incredible size in a desperate attempt to clear the screen of enemies. Unfortunately the Wizard's cat is invincible - or is he?

must look like a pretty bog standard platform game but there are so many features hidden away that the product begins to get pushed into the realm of puzzlers.

The actual aim of the game does sound a little like *Lemmings* and *Steg* but the ways in which you can perform it are totally original. For instance, as you progress through the game the robots begin to get



Yeah "Cluck" yourself! When a chicken bounds across the screen making an awful noise you'll have to move quickly to destroy the eggs before they explode!

mobile and if you want to stop them in their tracks you can drop a cup of coffee for them to drink.

There are five sections to the

game each with their own theme and enemies for you to contend with. Most of these enemies can either be jumped on, absorbed or punched, but others require more creative ways of thinking.

This is where the game is at its best. You can absorb certain creatures and take on their powers. For instance, turning

yourself into a rabbit will allow you to get eaten by a red blob and then all you have to do is inflate inside the creature's stomach (urgh!). This is all accompanied by brilliant sound effects that are sure to raise a smile.

Everything in the game is perfectly presented; the graphics are glossy and cartoony making the game instantly appealing when you look at the back of the box. This is coupled with some of the best sound you'll hear this year.

There is plenty of speech and sloppy effects to treat your ears with and it has to be heard to be



completely believed!

As we all know, however, great presentation does not maketh a good game. Thankfully *Silly Putty* is as addictive to play as it is to watch and listen to.

I do have a few complaints about the controls which are a little sluggish in response, but as in *Myth* you'll get used to this.

Putty has an energy level, shown as Pliability at the top of the screen, and this is diminished each time he is hit by an enemy bullet or stamped on by a particularly unpleasant meanie. This energy level can be replenished by absorbing anything animal, vegetable or mineral.

### Inflated ego

Holding down the fire button and waggling the joystick up and down will inflate Putty to about three times his normal size and he'll then explode. This acts as a smart bomb, killing everything on screen in the process but nearly all the enemies have the ability to reanimate themselves so you'll have to keep moving.

I must admit to not really being a fan of System 3's previous titles – the only ones that have really caught my eye to date have been *Myth* and *IK+*. Thankfully *Silly*



Hang on a moment! Isn't an orange supposed to be orange? I think the blue one on the right must have gone off!

*Putty* will soon be added to this list. There is plenty of originality in the game and enough overall to make it stand out from the crowd.

A slight complaint is that the levels are just too much alike, with enemies being similar but even some of the classic games suffer from this problem so don't let it put you off.

### Tricky treat

Another problem with the game is that it gets too difficult too quickly and this will put off most gamers as they won't be able to get very



far. This is a shame as the game deserves extensive playing to really get into – still, (I'll say it again!) this is one of the best games System 3 have released since *IK+*!

The sound is truly incredible – unfortunately there is slightly too much as some of it can get lost if too much is happening at the time but you'll still be a fool to let that volume control on your TV drop too far!

To sum up, *Silly Putty* is a great little game that has the added bonus of being original to the bargain! Definitely worth buying.



I've heard of a bullet with your name on it but this is ridiculous. Get level with this shady gangster and he'll unleash a deadly projectile in your direction.



Hornby trains have never been quite so dangerous. Whenever Putty is hit by an enemy his eyes light up in pain. Obviously the bigger trains cause more damage!



Welcome to "Spot The Putty". Somewhere on this screen there is a hidden blob of putty – the first person to spot it wins an empty bag of cheese and chives crisps!

88%

### THE LOW-DOWN

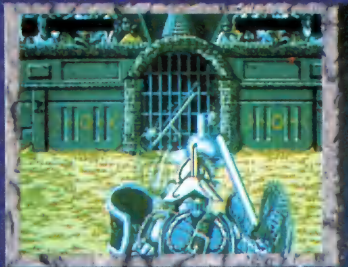
PUBLISHER: System 3  
TEAM: In House £25.99

The main problems with *Putty* are the sluggish controls and the fact that the central character is a little difficult to see on screen. Occasionally your blood pressure will be raised due to the awkwardness of the controls. However, the excellent graphics and sound help to make up for this. The few niggles I've described do tend to knock the shine off – still, *Silly Putty* is an excellent product well worth checking out. An original game is rare nowadays and when one appears you are advised to take notice!

Brian.

GRAPHICS  
SOUND





PC VGA

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Will you make it?



AMIGA

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# DUNGEON MASTER/ CHAOS STRIKES BACK

ROLE-PLAYING

They say the original is always the best – is that the case with *Dungeon Master*?

A few years ago when *Dungeon Master* was initially released, the whole computing fraternity looked on in awe at the amazing, the innovative, party perspective roleplaying graphics. Now six years on, it's been coupled with *Chaos Strikes Back*, the sequel. But the obvious question is – can the classic stand the test of time and fight off these newer, slicker, high profile titles?

After an amazingly long wait, you are placed in front of the door to the dungeon. From here a saved game can be loaded or you can enter the musty pit. Once inside, simply click on the directional arrows with your mouse pointer and a spelunking we go.

The first level is basically a character selection screen, and as you walk through this area of the dungeon, you'll see portraits on the walls. If you click on a picture, the screen will change to small picture

Isn't that the large, ugly bird from the end sequence of *Another World*?

of the character with all the relevant details displayed. The option to have this person join your party is also given to you.

If you're uncertain about a character, don't be too hasty in choosing them, because like shopping you can always come back later (!?? – Puzled Ed). Each of the potential party members has different attributes and qualities. The party's professions vary from bloodthirsty barbarians to green humanoid magic-user.

Once the team of four has been



Yikes, the Dark One is back! This time, he's scarier and meaner than before!

chosen, it's on to the proper game. Your quest is to kill the man who calls himself Chaos (real name, Frederick Collis). To cut a long story short, he is threatening to destroy the world etc (groan...).

The first of the fifteen levels is really quite easy to complete – it's

just a question of beating a mummified undead ghoul-type thing into a bloody pile of bandages. Don't feel as if you have everything under control, because from then on the game steps up a gear. Traps, puzzles and more monsters than an orange Aero has bubbles – it's all here.

Undoubtedly, this is guaranteed to keep even the best roleplayer's bifocals attached to their head for a great length of time.

## Chaos cashes in

Guess what has happened since the last time we saw our heroes? Well at the end of *Dungeon Master* you dispatched the Dark Lord, and



Here we see the nasty ST Action crew (boo!) dragged into the deadly dungeon.

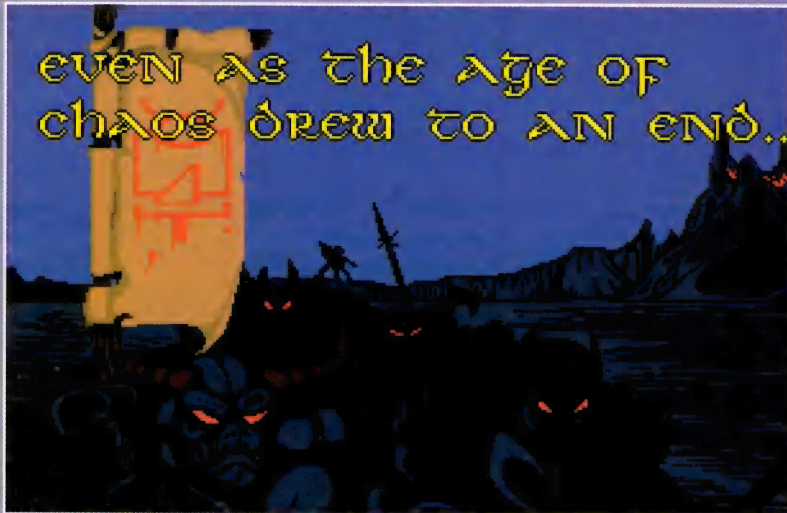


Bondage has never been my cup of tea. Alan "Editor" Bunker on the other hand... enough said.

Unsheath your weapon, strap on your armour, and prepare yourself for a deadly quest.



EVEN AS THE AGE OF  
CHAOS DREW TO AN END...



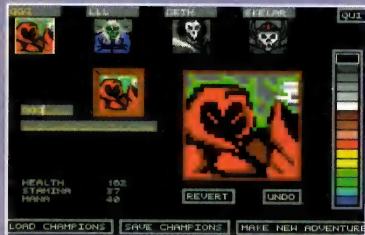
The brilliantly animated introduction screen for *Chaos*. As you can see, this shows what has happened since the original game.



From this screen, you can manipulate any of the objects you have come across.

when he let that last breath of air leave his lungs, believe it or not, he didn't actually die. Seems to me that this Chaos bloke has more luck than Michael (*Halloween*) Myers. And before you know it, he's moved into an even bigger, tougher dungeon.

Ok, if you're a DM freak you'll forget that dodgy story line and accept this follow up with open



From this screen, you can change the appearance of your favourite characters, and even the ones you dislike.

arms. You'll find yourself well pleased to know that the same system used in the original returns. The main difference between this and its predecessor is the difficulty level.

For instance if you were to play level one of *Chaos* with some pretty inexperienced characters, you'd find yourself overcome within seconds by hostile and foul dungeon dwellers.

Basically what you have here is another excuse to use your unemployed characters to gain advancement on the DM game. The only difference in the sequel is that the monsters are amazingly difficult, as are the puzzles.



Roll up! Get your copy of *Dungeon Master*, while they're hot. Has this door weathered the time over the last six years?

**79%**

### THE LOW-DOWN

PUBLISHER: Psygnosis  
TEAM: F.T.L. £25.99

So, what do you find when you take away the big box and the glossy manual? Underneath the attractive exterior, there is a good, quality filled package. However, times change as do computer routines, and between *Eye of the Beholder 1 & 2*, the veteran doesn't get a second look. I understand this may upset some hardcore DM fans, but if you can't accept change, I'm sorry. Nevertheless, DM and *Chaos* remain near the summit of the mountainous pile of RPGs around. Together, they're a lovable couple. Brad.

GRAPHICS  
SOUND

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# SWORD



Above: The statue will shoot a poison arrow through your kneecap if you mistime your leap.

Right: As the flames rush through the air, you must judge your run to the ring and back again or be turned into human toast.



The monk, concealed by the shadows, speaks to you via the conversation box in the bottom right-hand corner of the screen.



Push up on the joystick when outside a doorway to a house. You'll now gain entry and can explore inside.

Just as you were about to be beheaded, you manage swiftly to roll backwards and avoid the potentially lethal chop.

No cries of "Monkee" in this oriental beat'em-up – just satisfying thuds and thumps, with crunchy enough sound effects to make it into a Cadbury's chocolate bar.

Yes, DMI are bravely attempting to execute a fatal karate chop to System 3's *Last Ninja* series. The main difference here is that *Sword Of Honour* disposes of the 3-D graphics to implement the traditional 2-D look. In other words, it's *Exploding Fist* and *IK+* but with a strong exploration element as well.

Will System 3 have a paddy when they see this or will they admit that *Sword Of Honour* is very 'rice'? Who cares? But you should know that this attractive package would neatly complement the shrine in your bedroom, the shrine you call a computer desk!

Play area depth is achieved by allowing your Ninja character to walk up and down pathways in your present location, leading you into and out of the screen. Obviously then, the screen flips and doesn't scroll. No problem though, as enemies are usually situated at the centre of them and



A twirl of the swords and the Samurai looks fairly confident. But he hasn't seen what you've got in your sheath, yet. Ooer!

# OF HONOUR

Death before dishonour in the land of the Rising Sun.

therefore can't launch a surprise ambush on you. So thank your lucky throwing stars!

A combination of joystick moves or alternatively icon clicking sends your masked man into high and mid-kicks, jumps, punches and somersaults. If you have collected a weapon (pulling down on the stick while standing over an object instantly adds it to your inventory), shifting the joystick about and pressing the firebutton manipulates the weapon you're currently using in the appropriate ways.

Items carried are graphically depicted in object boxes at the top

of your screen. Move the mouse pointer over an object to either Use, Drop or Give. By the way, the pointer is not able to drift over into your main window and therefore cannot impede your sight. Fiddling with both mouse and joystick may sound tricky, but it really isn't and is actually quite easy to do.

Your mission is to find the magnificent Sword Of Honour. Then you must make Chop Suey out of the deeply vile and despicable Toranaga.

Along the way, you'll meet

helpful Chinamen who'll provide you with vital objects and information for something in return. It's impossible to progress without making the necessary exchanges.

Trying to give the wrong object to someone isn't possible.

Thus, you won't find yourself losing something that needs to be used later on. Since you can't make a mistake, it does mean the puzzles and problems in *Sword Of Honour* aren't particularly taxing! The emphasis, therefore, is on exploration and action but that's

no bad thing.

It's also impossible to make headway without killing masses of Ninja, Samurai, Kendo fighters and all other types of foe. As if all this wasn't enough to send you packing with more cuts and bruises than a Toxteth riot, shooting arrows, falling rocks and plenty more interruptions are inconveniently included to hinder your further adventures.

To begin with, foes are very easy to defeat; a flying kick always seems to do the trick. However, as you venture further into the game, you'll find life no



ARCADE ADV

You're supposed to make plenty of meaningless yelps and shouts when karate kicking somebody in the ribs.

To reach the food, you'll have to fell the purple clothed Ninja who needs to be taught a thing or two about fashion.

# The way of the ninja

- 1** You're allowed to carry anything up to 10 items at one time. These boxes illustrate everything in your possession.
- 2** It's possible to control your Ninja by mouse. Clicking on the arrows executes all the necessary commands.
- 3** The bar with the oriental patterned theme represents your energy. It will decrease every time you sustain a hit.
- 4** The five miniature men show you how many lives you have left. It's a shame you're not an expert on reincarnation!
- 5** This small gauge represents the strength of the foe you're tackling. Use weapons, fists and feet to inflict damage.
- 6** Items and objects lying on the ground are often guarded by their owners. You need the elixir but you'll have to fight for it.
- 7** The main window displays all the action. Between the various stages, scrolls depict the dangers ahead.



longer turns out to be quite so easy. This results in you frantically running around in search of food and drink as desperation and concern settles in. When damage is inflicted upon your nimble Ninja tough nut, the energy bar at the base of the screen decreases. With a limited number of lives available, you'll need to discover food with which to replenish your strength. There's

an energy bar to the right which displays the power remaining for the foe you're facing – thankfully, you never have to do battle with more than one enemy at once. It can be annoying when you have to re-trace your tracks, only to find that the butch feller you killed earlier has been miraculously reincarnated. I suppose the ways of the Far East have always been a little mysterious...

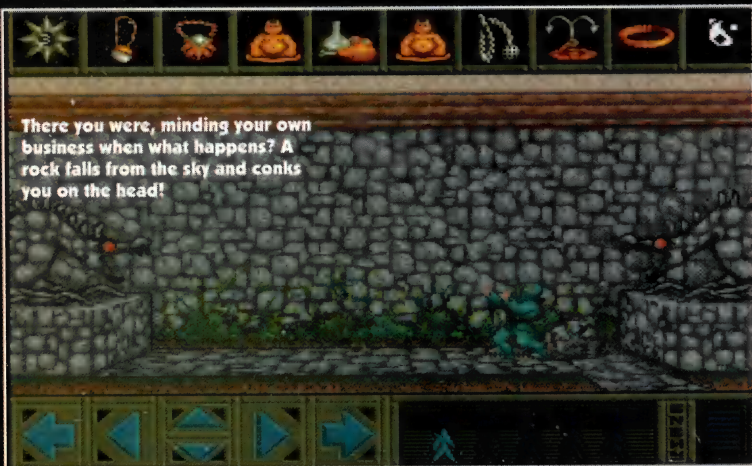
Enter homes to find objects and weapons to use. Here, you have discovered a cluster of shurikens for those sticky moments.



Is that a new dance or is your enemy simply crumbling after the dubiously low blow you dealt? What do you think?

It's advisable to actually hit the guy rather than making a fool of yourself by punching into mid-air.

Caught in the middle of the action! What you didn't see was your character getting hammered just a few seconds later.



There you were, minding your own business when what happens? A rock falls from the sky and conks you on the head!

## 84% THE LOW-DOWN

PUBLISHER: Global  
TEAM: Gabor Harsanyi & Co £25.99

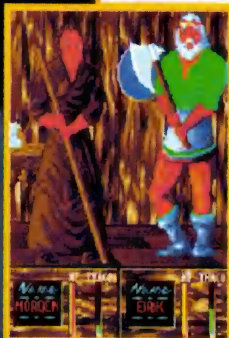
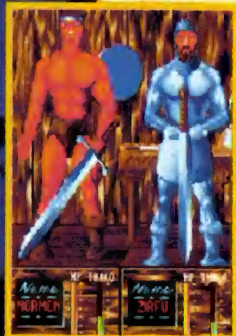
Realistic animation and glorious background graphics create an absorbing arcade adventure beat'em-up. Orientated more toward action than puzzle solving, *Sword Of Honour* is a pleasure to explore and exploit. Perhaps it's too easy, particularly to begin with, but it's one of those games you instantly find enjoyable. Admittedly, it's not as intricate as *Last Ninja 3* but it's almost as much fun to play because of its simple, accessible nature. Perhaps this is the sort of thing new adventurers should consider. Alan.

GRAPHICS

SOUND



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TRADE AND GAIN INFORMATION

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# SABRE TEAM

## Dark, dangerous and deadly, have you got the nerve to control the 'Sabre Team'?

There has always been an aura associated with the SAS, an aura of fear and of professionalism. In July 1980, millions of people sitting in front of TV sets all over the world witnessed a live SAS assault upon the Iranian embassy. Within 30 seconds of their entrance seven of the eight terrorists throughout the building were killed, whilst the survivor was captured. Just one example of the skill and bravery of the elite SAS.

### Sabre rattling

With that and previous lesser known clandestine missions in mind, *Sabre Team* puts you in command of four hardened soldiers. True to real life you can kit your men out with all manner of machine guns, assault rifles and sniper rifles. If you're not content with that lot, other items available to your men are respirators, flash suppressor masks, Kevlar bullet proof jackets and best of all are the various gas grenades.

Once fully armed, the team dons its black fireproof attire and



Once you master the icons, you'll be jumping through windows with the best of them.

it's off to the plane to be deployed into the combat zone. This is when all those man hours of programming work pay off, because unlike conventional strategy titles where the graphics are bland and uninteresting, *Sabre Team* completely beats any game of this genre hands down.

*Laser Squad*. This method has proved to be very popular and has been put to good use this time around. Every action a team member preforms takes a certain amount of APs. When the initial quota reaches zero, it's on to

another member. When all the team has moved, it's on to the opposition, and so on.

There are five violent missions included in the attractive packaging. *Liner Hijack* for instance takes our team to the deep waters



The main game screen is viewed in an isometric mode, and really works well. At the start of each mission, there are certain positions which are highlighted by squares which are used for parachuting and landing in.

The system used for controlling your black clad assassins is that of action points first seen in the classic

This SAS man covers the entrance to stop any fleeing terrorists escaping.



An example of the excellent graphics you can expect in all of the five exciting missions.



This guard will not have a breath in his body by the time the SAS man finishes.





"I like driving in my car, it's not quite a jaguar." I always liked Madness.

of the Mediterranean, where fanatic terrorists have hidden an explosive device somewhere on a large passenger liner. Not only have the SAS got to land on the ship, they have to find and defuse the bomb. The threat of the heavily armed ruthless terrorists is also a factor.

And what about the mission in which the team have to enter an under-

ground bunker, destroy certain key computers, which hold the launch codes for a nuclear missile? Just a couple of examples of what to expect. Also there'll be a disk containing loads of new missions.



All those years of specialist training have paid off, as our hero closes in for the kill.



Each SAS man has a gas mask with built in glare lenses. It's rumoured that these masks cost well over one thousand pounds each!

**92%**

**THE LOW-DOWN**

PUBLISHER: Krisalis  
TEAM: In House £25.99

Action and adventure on a massive scale – this is how strategy games should be programmed, with nice graphics and sound. Combine that with a good storyline and you've got a winner on your hands. Although the five missions included doesn't sound a hell of a lot, each one would take an average of about two hours to successfully complete. *Sabre Team* does for strategy games what *Lemmings* did for the puzzle genre. Pay what ever ransom they demand for this classic game.

Brad.

GRAPHICS

SOUND

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**29 OCT**



Falling from too great a distance and hitting the floor while in the Bouncy Castle causes James to get stunned temporarily – only natural I suppose!



Get that wrist limbered up as the first event requires you to waggle your joystick as fast and as hard as possible...

# THE AQUA GAMES

**There's something fishy going on! Pond is back, so we cast our nets over him and checked him out...**

**T**aking a well earned break from fighting crime, James Pond is back on our screens once again. This time he's taking part in the Aquatic Games – eight watery events specially designed for sea-dwelling creatures to take part in. Sounds weird.

Our man James has joined the Aquabats, an elite force of athletes who are also FISH agents. They each have a speciality sport which goes hand in hand with their characteristics.

First off is the 100 metre splash. This starts James as he uses his speed to his advantage. Using the joystick, you must waggle as fast as you possibly can to reach the finish line before your opponent. To gain bonus points on this level you can press the fire button to leap into the air.

This event is executed brilliantly with smooth scrolling and the typical witty animation of the Pond series but the whole thing is let down by being too easy for

experienced wagglers.

Next we have the Kipper Watching, which apart from being dragged out and tedious has a completely irrelevant title.

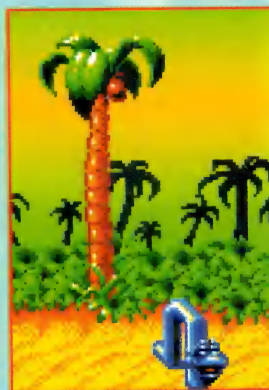
Under the control of Ceceelia the Seal you must prevent beach balls from falling onto your fellow sleeping seals. This is performed by knocking them out of the way. It gets gradually more frantic but four minutes is far too long to keep

it up. (Not for me! – Salacious Ed.)

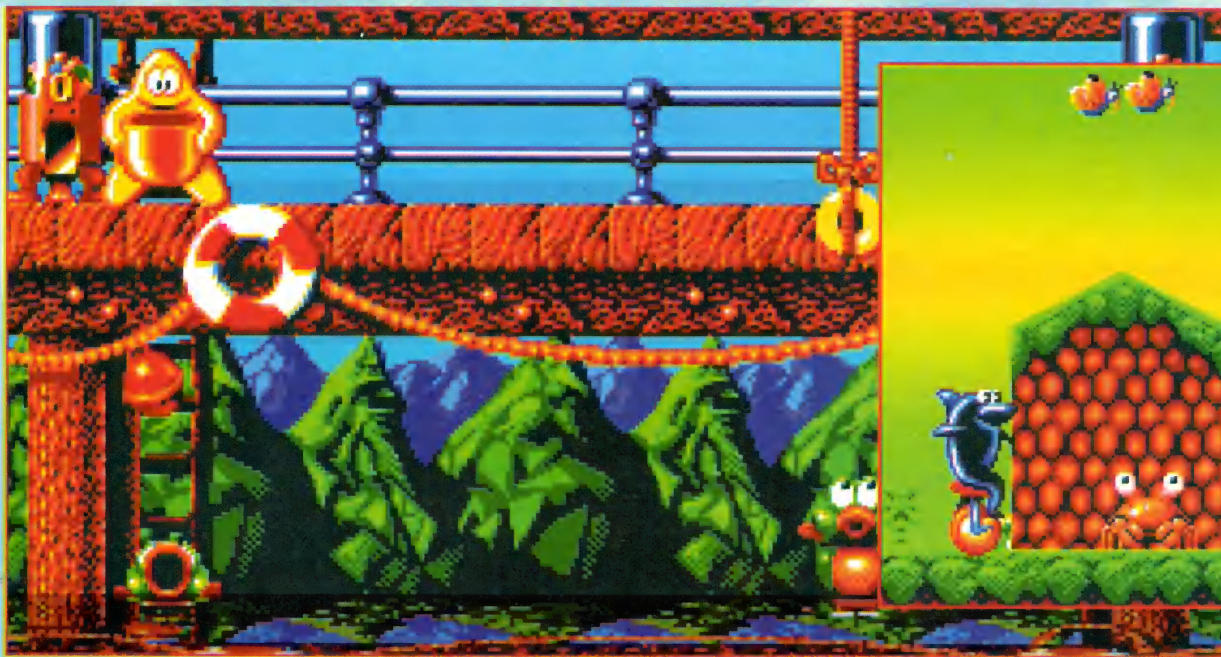
F-forteque

Frog is up next in the Hop, Skip and Jump. This is everything you'd expect it to be: a short but quick waggle and a press of the fire button to leap the line. Continue to waggle through the animations that follow and then try to stop the angle meter at around 45 degrees. Short, fun and easy to get the hang of.

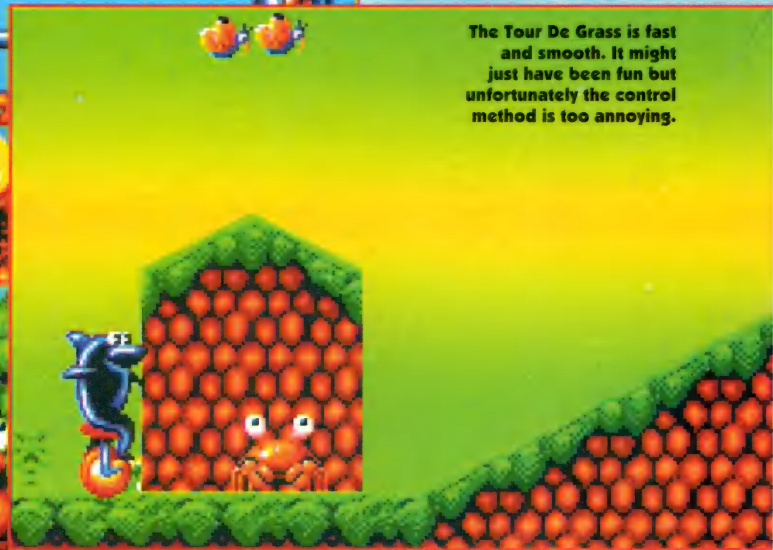
For the Bouncy Castle you return to the role of James Pond. Basically this is a trampoline event. You have to gain height by bouncing on sponges and while you sail through the air, different joystick movements and the fire



SPORTS

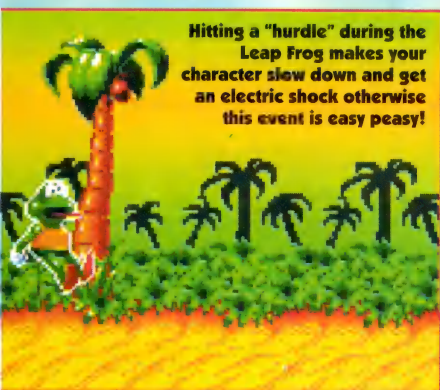


Ooh! Don't let that fish eat the fisherman's liquorice allsorts. If two little fish eat them then your time on this event will be over!



The Tour De Grass is fast and smooth. It might just have been fun but unfortunately the control method is too annoying.

# ATIC



Hitting a "hurdle" during the Leap Frog makes your character slow down and get an electric shock otherwise this event is easy peasy!

button perform elegant spins. Again, however, the event has a horrendously long time limit!

## Feeding time

Feeding Time is yet another event that falls foul of the time limit. You control Freddie Starrfish and the aim is to drop sweets to fish that appear in the water at the bottom. Failure to feed them results in them getting caught by fisherman.

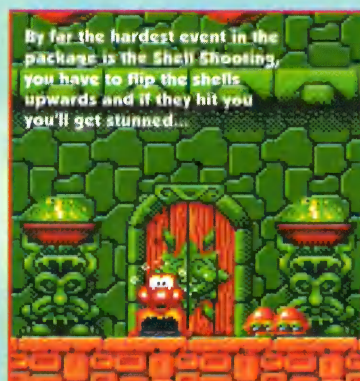
Shell Shooting involves jumping on small clams as they move across the screen and then trying to catch them as they fall, you control James Pond once again but this is sadly no fun

whatsoever and unfortunately cannot be skipped.

Tour de Grass is quite a fun event. In it you control Mark the Shark, an ex-unicyclist. You ride along going up and down hills on your one wheeled bike. Rotating the joystick keeps the speed up and pressing fire will make you jump. Again, everything is executed brilliantly and with style.

The final event is the Leap Frog which is basically a hurdles event that is ruined by being too easy.

There are the usual hidden levels, but the overall impression of the game is that it seems to be a filler until *James Pond III* appears.



By far the hardest event in the package is the Shell Shooting, you have to flip the shells upwards and if they hit you you'll get stunned...

## James Pond and The Swamp Bay Splashers\*



\*Sounds a bit like a naff Pop group to me!

**72%**

## THE LOW-DOWN

PUBLISHER: Millennium  
TEAM: Vectordean £25.99

As with both of the previous James Pond numbers, *Aquatic Games* has superb presentation. The graphics are excellent, but the tune does get a little bit annoying – however, that's only to be expected. Sadly this product doesn't live up to the *James Pond* name. Playability-wise, it isn't for the experienced gamer but youngsters may enjoy the title a lot more. As for someone like myself, things are perhaps just a little easy. I'd suggest it's a definite one to try out before handing over you hard-earned dosh! Brian.





My God what's that green thing in front of us? It's life Jim, but not as we know it!



Feel yourself screw up your face in sympathy with the computer pilot as he pulls a massive positive-G turn.

# COMBAT SIMULATIONS



This is it. The moment of truth. It's do or die time as you take on the might of the opposing airforce singlehandedly!

# CLASSICS

## Take to the air, the land or the sea in this new compilation.

15 and gives you the opportunity to fly in six real world arenas from the Persian Gulf to Vietnam. Surprisingly, this has not dated and is still one of the best flight sims around in an extremely competitive field.



After a couple of attempts you'll realise that driving a tank isn't quite as easy as it looks. Obviously, you need training and this is where to come.

With the price of games being so high these days, people are always on the lookout for a decent bargain. Empire have compiled three classic wargame simulators in an attempt to woo the gamer into parting with his hard-earned cash.

15 *Strike Eagle II* from MicroProse and Empire's own *Team Yankee*.

### 688 Attack Sub

Here, you are given command of a one billion dollar nuclear submarine. Your aim is to become the master hunter/killer, a predator of the deep playing a silent and lethal game of hide and seek, making countless decisions that may have grave consequences for you and your crew.

The game itself turns out to be an extremely detailed, atmospheric submarine simulator. Ping your enemy and have hysterics because someone has dropped a metal spanner into the engine - it's all here. Although surpassed now by *Silent Service II* it is still one of the best in a sadly neglected area of the simulation market.

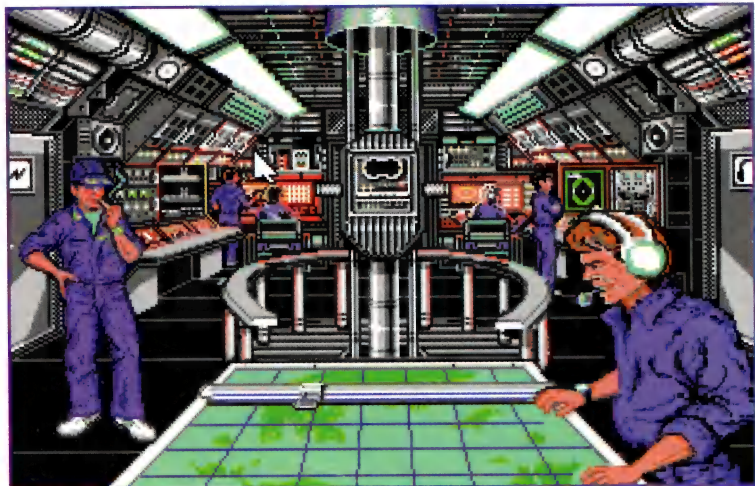
### Strike Eagle II

This in my opinion is the best of the three and was originally the follow up to MicroProse's *F-19*.

Very similar in style to *Stealth*, it puts you in the cockpit of an F-

### Team Yankee

I must say, this is not really my cup of tea. I didn't particularly enjoy the sequel much either but some people seem to enjoy nothing more than sneaking up behind an enemy tank, sticking your big gun up its rear end and banging away for half an hour, so who am I to judge?



This is the hub of all activity in the submarine. All areas are accessible from this one room, except the front door to the thing.

### THE LOW-DOWN

PUBLISHER: Empire  
TEAM: Various £29.95

*Combat Classics* from Empire turns out to be good value for money compilation. None of these games are particularly old and would all probably still warrant a full price purchase. The only drawback is that unless you are new to computers you will probably already own at least one of these, maybe more. However, that is no fault of the compilation. Great stuff.

83%



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# B.A.T. II

Grab your Walther P.P.K and jump into your Aston Martin. It's time to immerse yourself in the Bureau of Astral Troubleshooters.

**B**.A.T. II has apparently been under development for two years now. The game is subtitled *The Koshan Conspiracy* and according to Ubi Soft, boasts a universe five times larger than the original (which the player can easily plunge himself into while enjoying maximum comfort).

The Bureau of Astral Troubleshooters or B.A.T. for short is an ultra-secret terrestrial organisation of which the player is an agent. The setting is the XXIIth century. The Earth has been devastated by diverse events and forced to form a global government. Space colonization is currently taking place and the Union of the Worlds for Regrouping has been set up to coordinate the actions of the different worlds.

## Batty secrecy

However, several imposing problems still exist and the efforts of the U.W.R are often obstructed by the vetos of certain governments. This is where the B.A.T. comes in, hired to resolve these problems with the utmost discretion and secrecy.

A new game system, Dynorama, has been developed to enable the player to feel unrestrained in

**Your own personal B.O.B. computer. No agent should be without one.**



This is the opening location in the game. It gives access to the majority of locations in the first part of the game.

their actions. The structure is based on a distributed adventure allowing the solution to be found by numerous different paths, supposedly limiting the amount of time spent aimlessly wandering

around desperately trying to find something to do.

A new interaction system has also been added. Now the other characters just wander across the screen and you have to click the

mouse to stop them.

Your first task is to locate the Manoir de Mantoue hotel and find your contact Sylvia Hadford. This however is not as easy as it sounds. It is extremely

easy to get completely lost when you first start to play the game and I found myself going round and round the same few locations for about half an hour.

When you finally find Sylvia she will explain what you have to do to get started in your mission. This is only the first part of the game though, and there are two other missions to complete.

The manual assures us that if you mess up one part of the game it will not be held against you in the others, so even if you miss something important you will still be able to complete the thing.

The graphics really are first

**ADVENTURE**



A beautiful view of the city of Shedishan, the main setting for the game.



Here I am, in orbit around this rather attractive planet. Hmm... Is that a spacestation there?



class and somewhat reminiscent of the classic *Rise of the Dragon*, the difference being that you can scroll around the locations in *B.A.T.*

The sound is also excellent although it is mainly limited to spot

effects and there is not much in the way of music.

There is certainly a challenging and engaging game here somewhere if you can persevere through the long learning period.

Whoops! It looks like you picked one fight too many! They say death comes too us all!



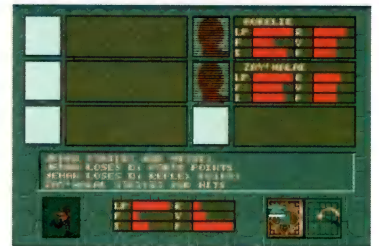
Story of my life! Whatever happened to service with a smile?



One of the first things you need to do is to get your hands on some money.



Selecting the correct man for the job is vital to the game. Looks like this one has all the right characteristics!



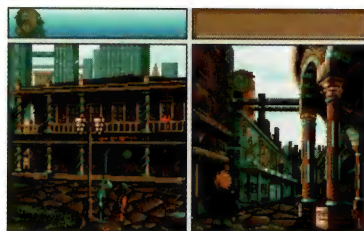
This battle's not going to plan! Decision time, either cut your losses and run or be dead hard and stay and fight.

**76%** **THE LOW-DOWN**  
**PUBLISHER:** Ubi Soft  
**TEAM:** Computer's Dream £34.99

There are plenty of point-and-click adventures around – however, in my opinion very few have a story which I consider to be particularly engrossing. Most are fantasy or film tie-ins so it's refreshing to see a company stray from the norm. It's a shame then that the game's so inaccessible. I can see many people giving up before they reach the first hurdle and therefore they won't even be scratching the surface. However if you're looking for a new challenge, *B.A.T.* // may well be worth a look.

Steve.

**GRAPHICS**  
**SOUND**



The Dynorama system means your previous location is also displayed.



Looks like you're not as light-fingered as you first thought! Too bad!

# MAGIC WORLDS

A compilation pack for those gamers out there who have a lust for ruling worlds and fighting in strange lands...

If you're the type of dribbling vegetable who spends every month playing RPG's and strategy games then this latest compilation will be the thing for you. It contains three fairly recent titles that will have you slobbering all over the place.

The most impressive one is *Storm Master*. This is basically a warmonger game similar to *Populous*. You play the new ruler of the land of Eloria and the aim is to conquer the land nearby ruled over by the computer. Everything in the game revolves around wind (excuse me!) and its power.

Crops have to be harvested and traded to earn money but the most

impressive part of the game is the 3D arcade flying section. There is an option to turn this bit off but I found it to be a highly enjoyable experience.

**STRATEGY**

## Amazing Crystal

Next up is *Crystals of Arborea* the sequel to which - *Ishar* - was released recently. This is an RPG if ever I saw one. You take control over a group of travellers made up of warriors, wizards and such like. The game begins in a forest which is always a bad move because games in this vein are always better in dungeons - it is too easy to get lost when surrounded by thousands of identical trees!

Finally we have the ever present turkey - *Dragon's Breath*. This is another war game with a



Here we see the meeting of the board of directors. The most useful member here is the assassin who you can send out to kill a member of your opponent's board. Sadly, they can also do the same to you!

lengthy manual to read and learn before you can really get into it. Graphically it isn't all that bad but I found it to be slow and tedious - a shame really, and it lets an otherwise great package down.

Selecting the map screen will give you the chance to zoom in on various areas and see the movement of your opponents. Still, it bored me to tears.



Above: Why is it that in every RPG you're expected to explore an extremely large area? How can I possibly roam around all that and keep my sanity?



Below: Cor, look at this tremendous bunch of beefy barbarians. This is the team of warriors I have chosen to take part in the quest around Arborea. Pity I'm about to get lost in the wood really, isn't it!



*Storm Master's* windy background gives it the air (if you'll excuse the pun!) of originality. Here we see the designer's table where you can select which battlecruiser of the sky you want to build.



The graphics in *Dragon's Breath* are also of a high quality. However, they are mostly static which is a major flaw as far as I'm concerned. Still, they are mighty pleasant to look at. Alright, I'm being a bit critical!

## THE LOW-DOWN

PUBLISHER: Daze Marketing  
TEAM: Various £25.99

With the exception of *Dragon's Breath* this is an engrossing compilation package. The graphics on all the games are excellent and the same can be said for the sound, especially in *Storm Master*! If you haven't already got any of the games, this is well worth picking up but none of the games are as good as *Populous* or *Mega lo Mania*. Still, £26 for three games can't be all bad!

**80%**



Brian



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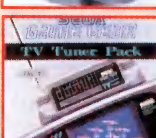
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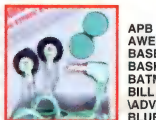
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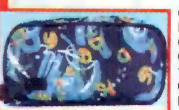
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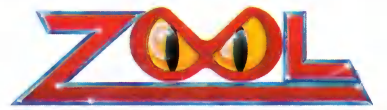
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# BAD

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# CURSE OF ENCHAN

**With the world full of high quality adventure games can, Core's latest enchant enough to be counted?**

**T**he first thing you'll notice about *Curse* is that it contains no text whatsoever. This is a brave move on the programming front as part of the charm for the greatest adventure game of all time was the humorous lines of dialogue.

## Witch way?

In this, you take control of a young chap answering to the name of Brad. The believable story goes that he was playing baseball one day when he suddenly got whisked off to another world ruled over by an evil witch.

Right from the word go this adventure is pure class. The graphics are tremendous - all of the backgrounds began life as real paintings on canvas. The 32 colour representations of these are very atmospheric and look sensational.

Control is by mouse and, to



No underage drinking allowed in this game! Quite right too, I say! We don't want a drunk on our hands, do we!



## Baseball Brad's bogus journey



Upon awakening, Brad finds himself faced with an upside-down room, but hang on! All the blood is rushing to his head so maybe he's the one the wrong way up!

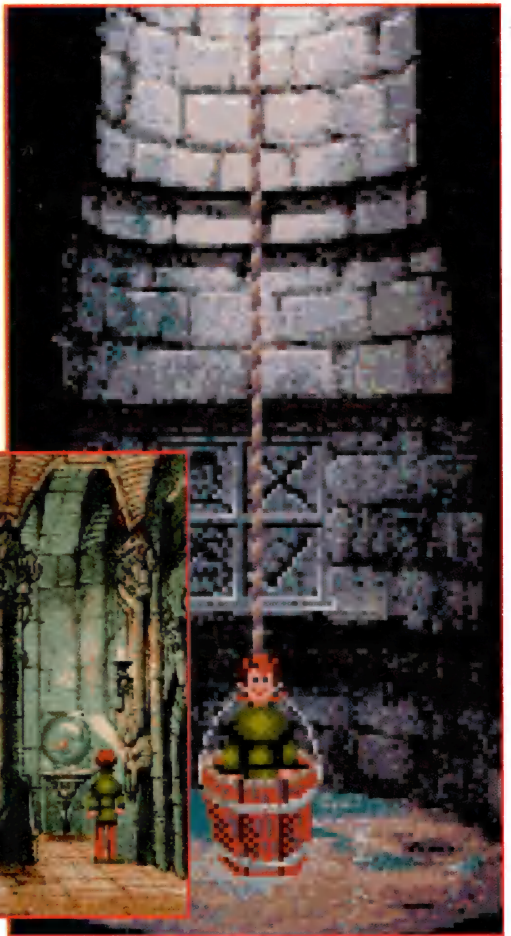
A shout of 'HELP!' alerts the guard who promptly shows all his compassion by telling him to shut up. Thankfully he leaves a key as he leaves.

# F



A strange carving on the wall states that humans aren't allowed. How can you turn yourself into a monster and fool the system?

Below: Ah! Look at the little fishy! It certainly looks more harmless than that large beastie to my left! Maybe I'll take this glass bowl with me. It might come in handy...



# TIA

Aaah! Help me! I'm being molested by a love-starved creature. How can our hero escape this horrible predicament?



begin with, you can select either joystick or keyboard which gives the game the feel of an arcade adventure, but the game doesn't actually change in the slightest.

The pointer is moved around the screen and clicking anywhere with the left button will make Brad wander over to that point. If there is anything in the way, he'll automatically walk around it and clicking the right button will call up the menu of options.

From this menu you can make Brad perform his various moves and actions such as collecting and linking objects together. You can talk to people also but instead of text you'll get a little bit of speech so you know what has happened. Unlike most other adventures, there are plenty of action moves which our hero can perform.

Brad can be told to jump over or off platforms. You can be as violent as possible with the attack icon – however Core have assured me that there is no bloodshed in the game whatsoever so that younger children can also enjoy the product.

As for sound, everything is excellent. I've already mentioned the speech (of which there is a large amount), but there are also lots of excellent spot effects to feast your ears on. The various spot effects have been sampled and there is full evidence of the use of all the Amiga's memory.

The Valley of the Lost is one section which is superb to look at – the backgrounds are a surrealist's

dream, consisting of large piles of cars and a strange bunch of slugs standing on stage entertaining the crowd with their music. The artists really have excelled themselves with this one – I don't think we'll see graphics this impressive for a very long time.

On the whole, the humour in the game is second to none. If you were a big fan of the silliness in the *Monkey Island* games then this will delight you and tickle your funny bone at various stages.

This is enhanced by the fact that a number of the sprites are definitely cartoony in appearance. Loads of the animations will leave you chuckling quietly to yourself. However, don't go away thinking that this game is pure comedy, because it isn't.

The difficulty level of the puzzles has been set just right with some being fairly easy and others requiring a fair bit of thought to work out. The length of time it takes you to complete the game will probably be close to two or three months of solid playing.

Most of the puzzles in- ➡

## ADVENTURE



Thinking quickly, Brad uses the key to unlock his manacles allowing him to escape once more. Now if only he could find a way out of this cell!

In the corner of the room he spies a mouldy brick. You can tell the dungeon's construction is a bit dodgy, because the brick, upon rubbing, crumbles away revealing a paperclip.

Let's hope Brad's wandering hands can be persuaded to remain under control and allow him to pick the lock on the cell door. If he succeeds in this he'll be a free man – er, boy!



olve Brad using the objects that he takes for granted, being a modern day hero and all that! The items you can find include rubber gloves, paper clips and music tapes.

One of the major problems with *Monkey 2* was the disk accessing and swapping. *Curse of Enchantia* has none of this – sure it comes on seven disks, one of which is the boot disk, but there is none of this “insert disk seven, insert disk one then insert disk two” between screens which admittedly was the only real problem with *Monkey Island 2*.

Large sections of the game are loaded into the memory at once so you can exit a screen and not have to wait while the next one loads, something which came as a bit of



a relief, I can tell you!  
The only problem I can detect is the price. Thirty-five quid is a lot of money for a game. Still it is cheaper, better looking and more accessible than *Monkey 2* and for these reasons alone is well worth hunting out and investing in.

Wandering into one of the caves you discover a little old man whose profession requires him to crush rocks. Find as many rocks as you can for him and maybe he'll help you out.

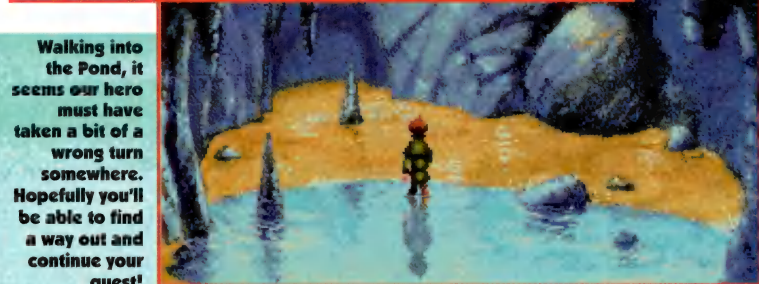


Brad is definitely the athletic type. Here, without any regard for personal safety, he has propelled himself into the air in hope of reaching higher levels! In a word – madness.

Click here to pick up an item	This will look around the area for any items	Attack any foes using this icon	Dirk activity save and load game positions	This gives all the boring info about the game
Bag where all your items carried are stored	All actions can be called up by clicking on this	Communicate with people by using the talk option	Kris Kross'll make you jump jump	Change the amount of sound with this



This monster appears to look quite harmless – maybe if I say “hello” to it, it'll be friends with me! Mind you, this might be a completely insane idea. Maybe another time.



Walking into the Pond, it seems our hero must have taken a bit of a wrong turn somewhere. Hopefully you'll be able to find a way out and continue your quest!

**94%** **THE LOW-DOWN**

**PUBLISHER:** Core Design  
**TEAM:** Rob Toone £34.99

*Enchantia* appears to be a well-made and cleverly constructed package. The no-text interface works well, making the game appealing to those gamers who normally run in the opposite direction to adventures. The same can be said for the joystick control option which makes certain sections of the game requiring fast movements easier and less annoying to play. All in all *Curse of Enchantia* comes across as flawless. I can safely say this is easily the best adventure game on the Amiga to date. Brian.

**GRAPHICS** **SOUND**



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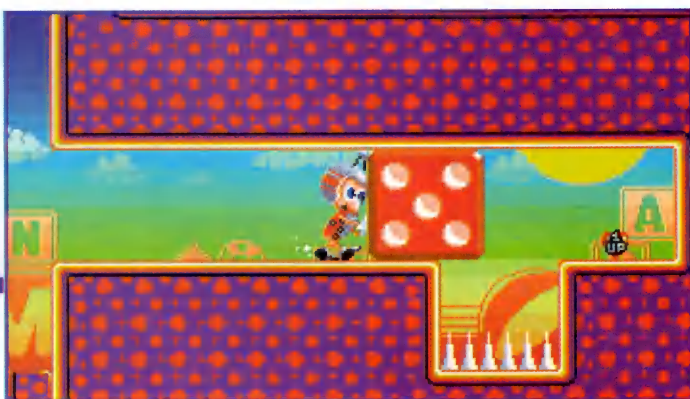
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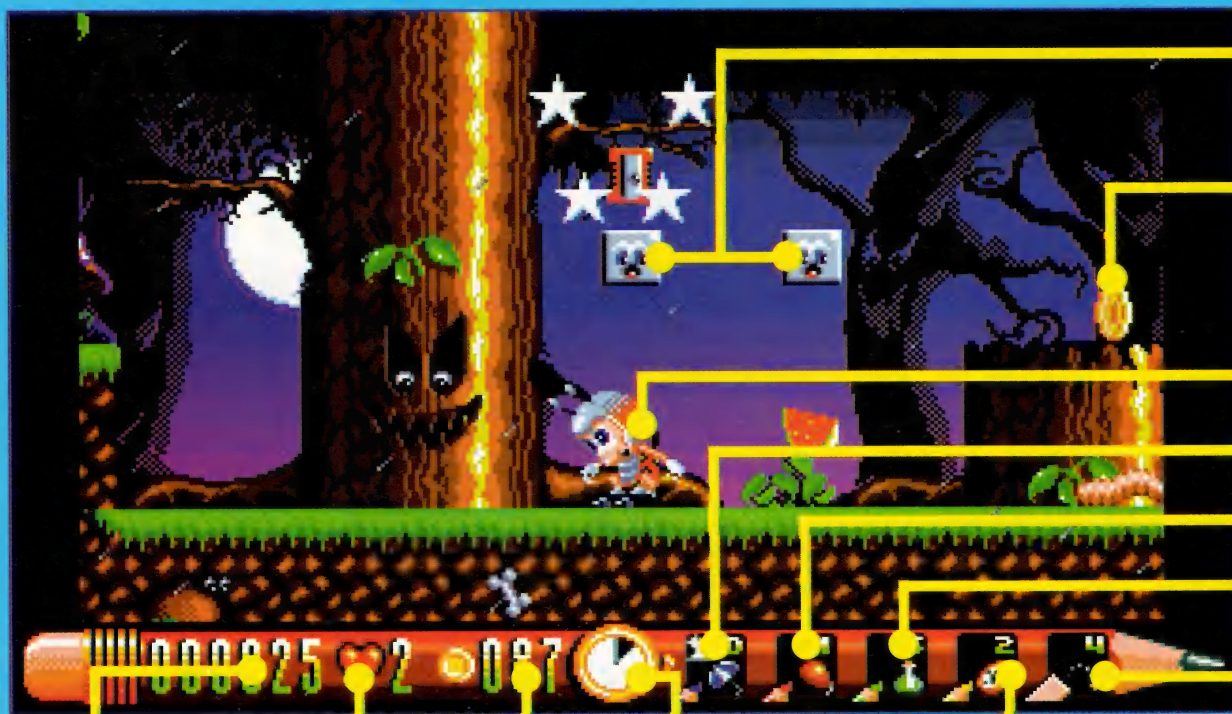
# DOODLE



Push the dice over the spikes and collect the extra life in relative safety. A really tough puzzle, don't you think? Thank God for Level One.



## Eight inches with a rubber



Butt these blocks to reveal stacks of bonus goodies.

Collect plenty of cash. You never know when you might need it.

The daring Doodle Bug hero himself!

The umbrella doubles-up as a parachute.

Float skywards using the helium balloon.

A surround shield which pulverises the enemy.

An exploding brick which wipes the screen clean.

Your current score.

Health. If the heart disappears, you lose a life.

The all important treasury.

If the level timer's all black, you're in desperate trouble.

Whack the enemy while they sleep.





# E B U G



Hitch a ride on the rear of that duck. Actually, don't bother. Making contact with any such creature will shrink your heart. Oh well, it's time to get wet.

## Is it a Second World War bomb or another blatant Sonic rip-off?

The original *Bug Bash* game made absolutely zero impact on the world of Amiga gaming and as such, any comparisons with *Doodle Bug's* predecessor may as well end right away.

If I remember, *Bug Bash* was a very average horizontally scrolling shoot'em-up with cute graphics and simple playability. The sequel bears very little resemblance to this style of game. In fact, it gains much inspiration from the likes of *Sonic*, *Mario* and *Zool*.

### Sub-Sonic

Some aspects of the game are so similar to these that at times it's very predictable and fringing on the verge of copyright. Much emphasis has been put on the main character, who, like the Hedgehog, the Italian Plumber and the Nth Dimension Ninja, is both sweet in appearance, but very powerful and flexible to the last. He's capable of doing everything you expect him to, and plenty more besides.

To complement the expected platform game manoeuvres such as running and jumping, *Doodle Bug* can execute a number of special actions. For instance, jumping and pressing fire forces our friend to spin through the air at speed, and hence, become completely invulnerable and truly destructive



Above: Reach for the skies and discover all those heavenly bonus objects. Forgetting to open your brolly on the way down could prove fatal.

Left: Release a pencil and watch in sheer astonishment as it converts into a helium filled balloon. What a strange world we live in.

towards enemy creatures. Such actions, I'm sure you'll agree, bear more than a striking resemblance to Sega's famous spiky friend.

*Doodle Bug's* abilities don't end there. He's been endowed with a multi-function pencil which doubles up as a very expensive weapon - expensive in a sense that it's a sheer waste when used

as a weapon. Here's why:-

Jabbing the fire button sends a lethal sharpened pencil shooting across the screen at speed.

If it doesn't make contact with an enemy, it changes into a previously selected object, which can be picked up and utilised.

Such objects are vital if you wish to complete certain areas. An

umbrella, for instance, allows *Doodle Bug* to fall from a great height without getting damaged. Similarly, a balloon can be used to float to otherwise unreachable heights. Each of these abilities is strictly limited so a certain amount of planning is often essential.

*Doodle Bug* spans across 20 multi-directional scrolling levels, each of which is split up into five distinct graphic worlds. ➡

PLATFORM

Every level is a menagerie of platforms, roaming adversaries and bonus objects galore. Secret blocks can be butted to reveal bonus fruits, objects can be shifted to create alternative routes and some of the game's characters often offer help and advice.

Expanding on this latter point, some creatures trade you services in return for cash. Submarines and helicopters feature strongly and a venture in any such craft adds a lot of variation to the sometimes laborious platforming antics (you know the things).

### Get wasted

If all that isn't enough to keep you occupied, wait until you reach the end of each graphic world. A large boss lies in wait and being instantly wasted is both infuriating and very deflating. Luckily, a continue game option has been implemented.

Overall then, *Doodle Bug* is packed with platformy-type features, but is it worth the money, considering most of the game's good points have been borrowed

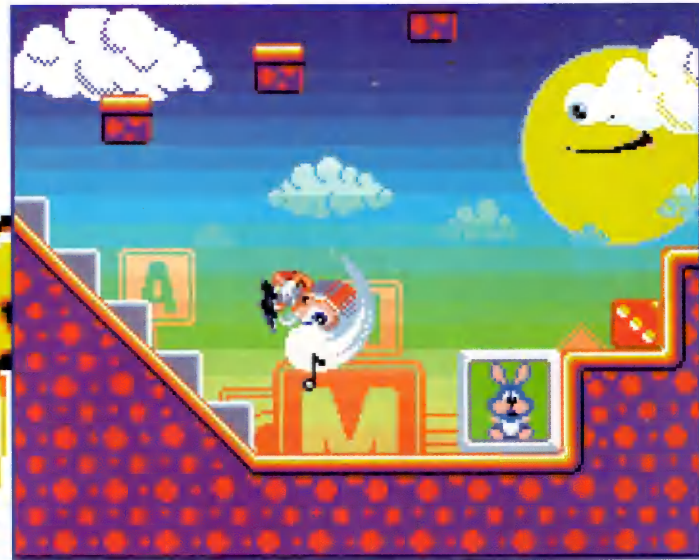
from other titles you've more than likely played to death in the past?

Add to this the occasionally badly designed levels (some platforms are off-screen, making it very difficult to know where the hell to go next) and the obscene amount of disk access and you've got a game which doesn't quite equal the likes of Gremlin's *Zool*.

Not everyone is out to terminate your game. There's plenty of handy advice on offer, so long as you've got a couple of gold ones going spare. Yeah, like in this recession?



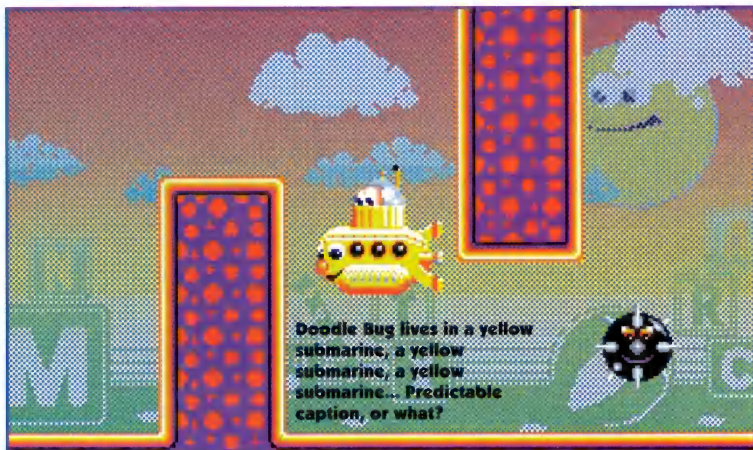
Doodle Bug lives in a yellow submarine, a yellow submarine, a yellow submarine... Predictable caption, or what?



The *Doodle Bug* spin comes straight from the *Sonic* book of self defence. A potentially lethal manoeuvre, if you time it right.



The end-of-level guardians are incredibly huge and even this level one effort withstands a completely irrational number of head and body blows. But then, Bosses are supposed to withstand loads of abuse (or something).



**76%** **THE LOW-DOWN**

PUBLISHER: Core Design  
TEAM: Adrian Cummings £25.99

Stolen ideas left, right and centre, addictive gameplay and cute visuals are all part and parcel of *Doodle Bug*. It's a charm to play, just as any other accomplished platform game is, but if I had to spend over £25 to play it, I'd definitely think twice. It's just too uninspiring in the originality department. If the graphics were more sophisticated and it equalled the technical brilliance of *Zool*, the choice would be yours. But the bottom line is, there are finer platformers on the shelves.

Pete.

**GRAPHICS** [Progress bar with 5 yellow squares]

**SOUND** [Progress bar with 5 yellow squares]



# AMOS PRO

**Bewildered by the mass of games on the Amiga and want to know how it's done?**

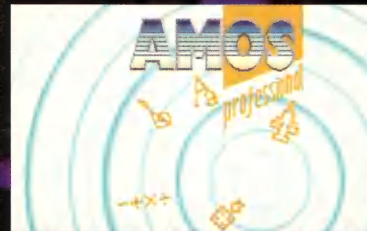
**Y**ou may ask, "So what is AMOS Professional or AMOS BASIC for that matter and just how can I use it to program some games?"

In its simplest form, it's a programming language similar to the familiar BASIC taught in schools. But don't be fooled by that description - it outweighs its competitors on all fronts, especially where graphic and sound manipulation is concerned. Think of a program you've seen on the Amiga and AMOS Professional can produce it!

## Tweaked too-o

For those of you who have AMOS or Easy AMOS you're in for some amazing surprises - this baby's not just been patched up and tweaked, it's had a complete face lift. AMOS Professional comes on six disks. A System disk (the heart of the program), an Examples disk (packed with over 80 fully documented programs), a Tutorials disk (showing all sorts of programming techniques), an Accessories disk (this holds many useful support programs) and two Productivity disks (these have completed AMOS creations that show you just what's possible).

The manual is all-important for these types of application, and this one is particularly good, with over 650 pages of inspirational text. Every aspect of programming is covered from the simple hard disk install procedure to sending Arexx messages from your programs. It was written by Mel Craucher who wrote the acclaimed Easy AMOS manual, and the original AMOS manual author, Stephen Hill was also involved.



Games programmers out there will love the facilities provided by AMOS.

So what's new on the features front? Well, to be honest, I haven't sussed it all out yet, so I'll list the best of what I've found so far. The AMOS Professional Editor is excellent. Drop down menus, multiple program windows and easy click icons are the order of the day. Every option in the Editor can be reconfigured to your own liking, from a keyboard short-cut to changing the Search option to call your own Search program!

A nice touch is the ability to split a program into two windows so you can see different parts of the same program at once and also move both listings in step with the cursor movement.

Num	Name	Bytes
1	BanJoSyn	6500
2	Bouncy	3700
3	Gal Lap Li	4006
4	LAAA	4606
5	organ	5550
6	pan flute	7072
7	Drum	
8		
9		
10		
11		

Make up special memory banks of samples for easy play back in your programs.

```

AMOS Pro>ListBank
0 - Data  S: $00004230 L: 3072
10 - Data S: $00004250 L: 16676
11 - Asn  S: $07F3E7A0 L: 1864
12 - Asn  S: $07F384B0 L: 716
    
```

Experiment with the 700-plus commands using the improved Direct Mode Window.



Score: 23,000 Lives: 3

Examine the inner workings of Zybox - a multi-directional scrolling game.

There are too many options in the editor to mention, so here's a teasing list: New File Selector with unique Dir store facility, Macros for recalling long character sequences, Multiple program position marking for finding those elusive routines, Undo/Redo limited only by free memory, Block selecting from any character position, Insertion of blank lines within programs, Search and Replace dialogue boxes, Full

Configuration control (load up exactly as you left), Autosave option, User menu for calling up your own programs and Machine Code can also be loaded into a procedure.

There's one unique facility that has me spellbound. Imagine you're writing a game that uses sprite images. Normally you would have to save your sprites, load the Object Editor and then reload the sprites, just to get to the editing stage.

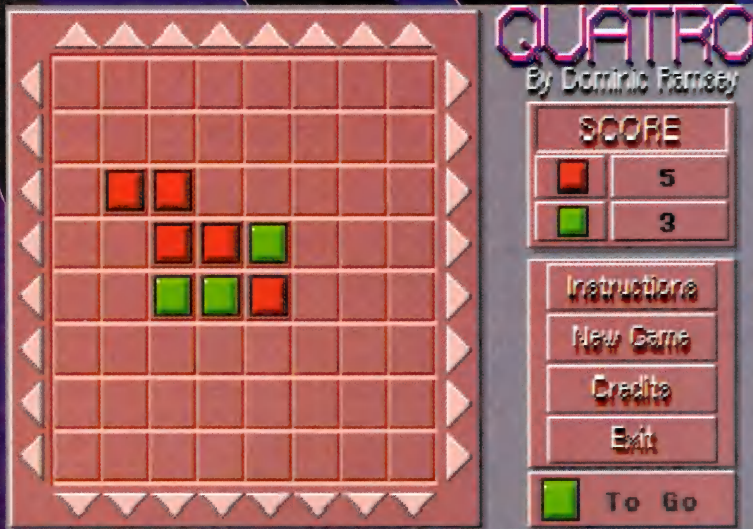
Now, you just simply call the "Edit Objects" option and AMOS Professional loads and runs the Object Editor and then transfers your Object bank for editing. Once you quit the Object Editor, the new sprites are returned to your active program.

Easy AMOS has a fantastic help facility giving help on all its 350 commands. Well, AMOS Professional can give you the same type of help at the touch of a key on over 700 commands. You just place

When your grey matter fails you, whack the Help key for instant advice.

The superlative editor makes you fall in love with your Amiga and Amos Pro from the word go.

# ESSENTIAL



Artificial Intelligence routines can be analysed in this well structured classic board game.

the cursor over the command you want help on and press the Help key – up pops a window that gives the full syntax and appropriate documentation. You can also explore the Help menus that guide you through many topics. Essential for the true Professional!

support functions

- Interface – a massive AMAL like language that allows you to create your own graphical interface for your programs.

Debugging programs is always a problem. With the monitor all this becomes a cinch. It shows you where your program goes during its running process and displays a quarter sized version of the output. It also allows you to trace variables that you suspect are causing those tricky programming problems.

AMOS Professional does everything I need it to do and more. It's simply the best, by miles!

AMOS and Easy AMOS users can upgrade for the special price of £30.00 before 31/10/92 (£35 after this date) – please contact Database Direct on 051 3572961 for more details.

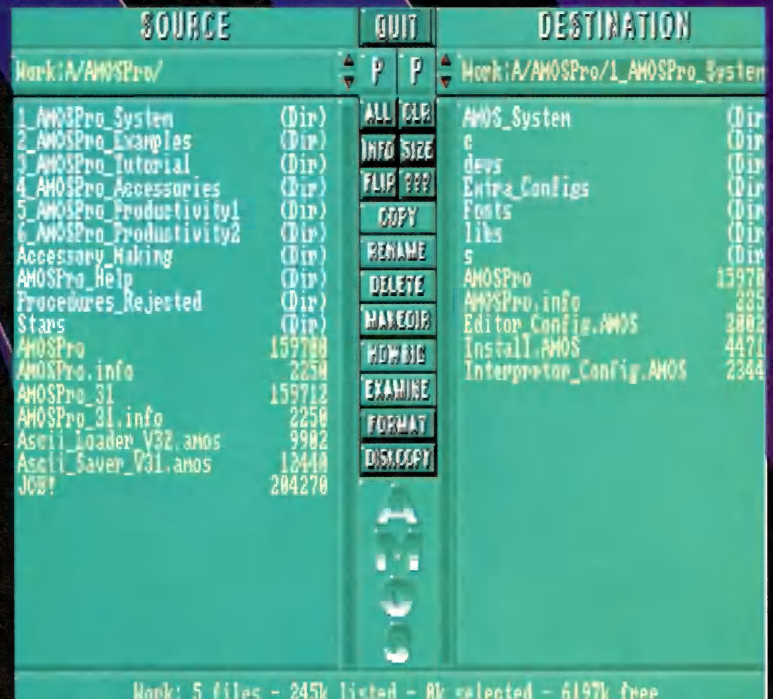
## Oooh, it's so big

This product is so big, I'm only going to be able to tease you again with short extracts. AMOS Professional now offers:

- Mouth commands that give values of the phonetic voice as words are spoken by your Amiga.
- Numerical single and Double Floating point precision.
- An Else...If structure – this is similar to Case...Switch
- IFF Anim control that runs faster than Dpaint!
- Noisetracker and Med Library



Ever wanted to learn how a Tetris type game works? Super Blockout has all the answers.



The disk manager is great for quickly viewing, hearing and animating your files.



Finding files couldn't be easier with the feature packed file selector.

# 93%

## THE LOW-DOWN

PUBLISHER: Europress Software  
TEAM: F Lionet, R Vanner & M Croucher £65.99

When you decide to develop any type of program, the language you use is vital. If you're an Operating Systems developer, you use C. If you're a business developer, you use COBOL. Many games languages have suffered in comparison to these specialised ones, but at last, with AMOS Professional, games programmers have a language and the environment they can feel confident in using. Although Assembler will be needed for the time-intensive stuff, AMOS Pro is an excellent step in the right direction.

David.



# PINBALL F



To get into the tower you have to light the three letters of KEY. When this is achieved entering the tower will give you whatever bonus is highlighted.

The box on the right shows which bonus you'll receive for entering the tower. At the moment you'll obtain an awesome 10 million points!

EXTRA BALL  
JACKPOT  
5-JACKPOT  
M-JACKPOT  
5-MILLIONS  
10-MILLIONS  
15-MILLIONS  
GRIM-REAPER

To get more bonuses and increase your score, light all the letters shown here. These can all be cycled through using the flipper buttons, making it easier!

Lighting up the ghost's and the Grim Reaper's eyes will allow you to gradually obtain more and more points from looping round the ramps.

If the ball falls down the left hand ramp to behind the flippers, a handy Kick Back option is initiated. This will throw the ball back up onto the table.

Since *Pinball Dreams* came out, it has been played non-stop in our offices. Imagine our delight when this arrived!

## BAT AND BALL



Speed Devils is f-a-s-t! Thankfully it is also a tremendous amount of fun to boot. Try to reach pole position if you can, in this car racing scenario.



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AMIGA ACTION NOV 1988



# WEEN GOLBLINS 2

The recent European Computer Trade Show held at the Business Design Centre in London attracted huge crowds. Unfortunately though, it wasn't open to the public, so all you eager enthusiasts didn't get to see some of the world's latest and greatest wares. Never mind, Peter Lee went along and gathered together stacks of vital information. So, if it's the very latest Amiga gossip you're after, just sit back, forget about Inter City trains and black cabs and read on...



# COMPUTER TRADE SHOW



**W**ell, here I was at another computer show. Where to first? Perhaps Coktel Vision.

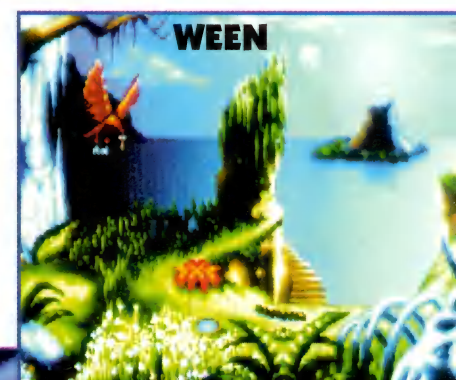
As ever, the French were really enthusiastic about their moody and pornographic (only joking) line-up of adventure games. Firstly though, some exiting news on *Gobliins 2* which is due for release in November '92. It now features not three, but - yes! - you guessed it, two totally conflicting and mischievous Goblilin creatures.

Welcome please, Winkle the violent chappie and Fingus the diplomatic chuff. Driven by the promise of great rewards, you must guide the dodgy duo through more comical situations, each of which is portrayed using finger lickin' graphics and crazy sound effects



**GOBLIINS 2**

For all you adventure buffs, there's *Ween*, an animated adventure due for release any minute now, and *Inca*, a PC only product at the moment, but a sure-fire wager to appear sooner rather than later on the Amiga. After my gentle trek through the beauty of *Ween*, I felt the need for a touch of speed. Where better to go then, than the home of the original flight sim creators, Digital Integration.



**WEEN**



**WEEN**





**D**l's stand centred around a mock-up of a Tornado cockpit. A running PC version of the game dominated the front of the cockpit, while large stereo speakers were used to pump out the stunning sound FX.

From a civvy's point of view it looked wild, but take it from two men who've actually been there: "If you want to know what it looks like at high speed and low level, strap in." And "This is what we've been waiting for. I wouldn't have thought it possible!" commented two current Tornado pilots. The PC version of *Tornado* is just about complete, with the Amiga version following hot on its tail.

*Tornado* wasn't the only attraction. Along with *Tank* and *Sim City*, two planned budget titles, there was *Entity*, an interactive fantasy adventure game where you can choose to play either the hero or the heroine - always a useful option. Well, you never know!

Featuring some spectacular graphics, lengthy animated sequences and beautiful scrolling landscapes, Loricel's (DI are currently distributing Loricel products in England) *Entity* should be in the shops towards the middle of November. Remember to look out for it then.



**TORNADO**



**Y**ep, we were there in force, showing off the greatest line-up of computer publications money can buy.

The stand also proved to be the ideal meeting point for Yorkshire Television and ourselves, who have recently given us the rights to publish the *Bad Influence!* magazine, which ties in with the television series of the same name. Plug, plug, plug...

After this, there was only one place to visit - the famous Bitmap Brothers, here to show off their newest title - *The Chaos Engine*.



**T**he Bitmaps hogged the limelight, as expected, showing off their latest creation, the *Chaos Engine*. For more details on this potential beauty, check out the preview in this month's Blue Print feature.

On the Renegade front, there was news of *Sensible Soccer 1.1*, an updated version of the best-selling footy kick about. Featuring the new team line-ups for the 92/93 football season and a slightly tweaked goalkeeper, it is available via an upgrade through Renegade.

*Uridium II* was the subject of much gossip, but unfortunately, there was no hint of any product. Curses. News also of *Ruff and Tumble*, an arcade game written by veteran coder Jason Perkins and ex-System 3 artist Robin Levy, of *Myth* fame.



**F**lying at low altitudes in a Panavia Tornado certainly gives you a healthy appetite for war, so the prospect of playing *Desert Strike* at the Electronic Arts' suite was an obvious progression.

Since its release in April on the Sega Megadrive, *Desert Strike* has consistently topped the charts across Europe and it should be destined to achieve similar dizzy heights on the Amiga.

Programmed by Gary Roberts of *John Madden's* fame, *Desert Strike* allows the player to take up the role of an ace pilot, commanding an AH-64 Apache helicopter. Fly over occupied territory and neutralise the horrendous offensive capability.

Featuring a unique isometric top-down perspective view, sweeping desert sandscapes and a catalogue of varied missions, *Desert Strike* is sure to compete with the likes of *Lemmings 2*, *Lethal Weapon* and *WWF2* for the Christmas number one slot.

*Road Rash* is another Megadrive conversion due for release in November. Take to the road on the wheels of a speeding motorcycle and combine high speed racing action with the thrill of unlawful violence.

Punch and kick your opponents off their machines and scream across five all-American courses in this no-holds barred, arcade road racing game.



**C**ould Gremlin match the beauty of *Nick Faldo's Golf*? Well actually, yes it seemed that they could, but everything the Sheffield wonders had on offer today has been covered in Amiga Action either this month or previously.

Flip to this month's Blue Print section for all the exciting news on *Nigel Mansell's World Championship* and *Hero Quest II*.

Also on display was the ever impressive *Zool*, *Lotus 3* and the goliath role player *Daemonsgate*. You can get these new releases now, so look out for them.



**T**he delightful looking *Nick Faldo's World Championship Golf* took pride of place at the top of Grandslam's own leaderboard.

Developed over the past year by Arc, *Championship Golf* is an all-action, yet fully authentic simulation of the game as played by the World's number one.

Large digitised sprites of Faldo himself, combined with filled vector graphics and detailed shading techniques make for life-like, undulating courses and visuals usually associated with arcade golf games. Due for release in November, *Nick Faldo's World Championship Golf* could be the game to finally topple the unsurpassable *PGA Tour Golf*.

Also on offer is a mammoth compilation comprising of 10 previously released Grandslam games and a *Boulderdash*-style puzzle game strangely entitled *Myra - The Legend*. No doubt we'll have them for review soon.



**MYRA - THE LEGEND**



**NICK FALDO'S WORLD CHAMPIONSHIP GOLF**





**T**he eagerly awaited *Lemmings 2* generated unparalleled excitement at the Psygnosis stand. DMA Design, the game's creators, were there to host the show and so were the hoards of enthusiastic journalists and ecstatic onlookers.

Nobody left the stand disappointed, so it seems as though the huge, and much expected pre-release hype, will start very, very soon.

So what are the green haired legends up to this time? Well, they've definitely been back to school and learnt a few extra survival techniques, but they're still throwing themselves off every available cliff edge and dipping their toes in the nearest vat of acid.

Skiing, ice skating, pedalling and running are standard Lemming actions these days, so if you've got any feelings at all for the cute and cuddly, semi-intelligent boppers, check out *Lemmings 2* in the festive season. A monster release, mark my words!

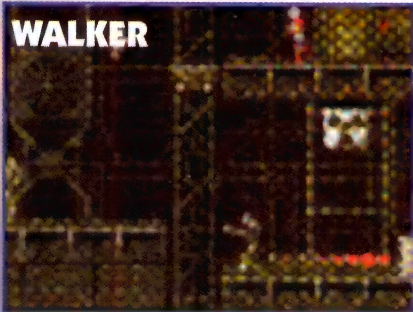
But wait, let's not get too carried away with all the *Lemmings 2* hype. After all, the rest of the Psygnosis line-up is equally mouth watering. *Travellers Tales*, of

*Leander* fame, are currently working on two new projects, one of which is still being kept under wraps. The other, which is nearing completion, is a graphically startling platform game, very much in the *Leander* mould. Why change a winning formula?

*Armour-Geddon II* will touch down in November, as will *Combat Air Patrol*, a promising F14/F18 flight simulation set in the midst of the Gulf War. On a completely different note, beat'em-up fans can get their kicks from *Super-Hero*, a multi-directional beat'em-up, while *Walker* (also written by DMA Design) looks set to be one of the year's finest.

Phew! That's one hefty line-up, but a very exciting one nonetheless.

**WALKER**



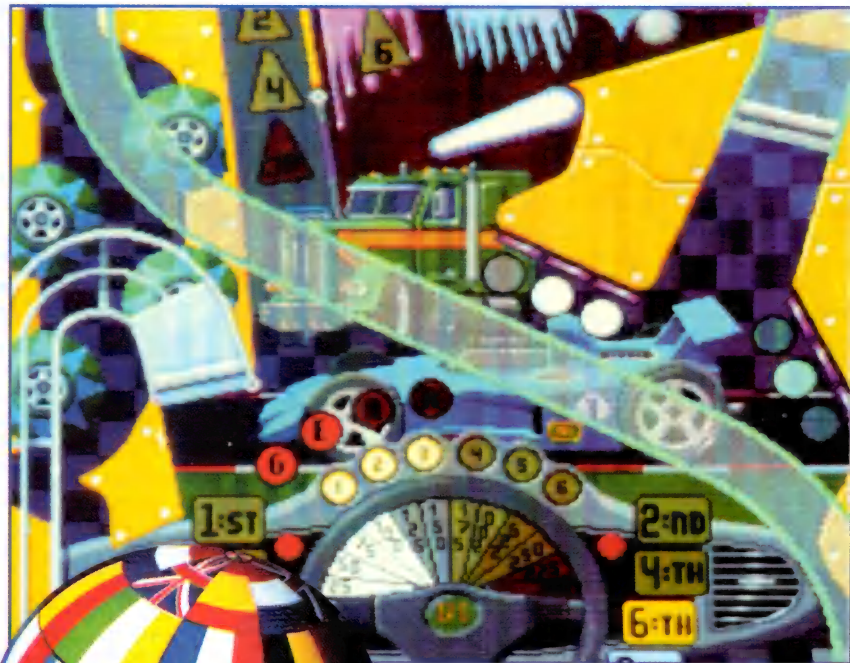
**WALKER**



**WALKER**



**ARMOUR-GEDDON**



**PINBALL FANTASIES**



**P**inball *Fantasies* was the only Amiga game on offer here, but who needs a list of products as long as your arm? Based on *Pinball Dreams* (which, incidentally, sold over 35,000 units on the Amiga alone), *Fantasies* offers all you budding pinball wizards the opportunity to play ball on four new tables, each of which has an individual theme.

There are plenty of other extras too. Take, for instance, the third flipper half way up the table, or the dot matrix scoreboard, specifically designed to allow for complex animated sequences. Plus, fans of the prequel will welcome the return of the ultra smooth, 50 fps scrolling, the eight player mode and the saveable hi-score tables! A pinballer's dream, without a doubt. Having to drag myself

away from this incredibly addictive pinballer was a severe wrench, but once again, the bright lights of France were smiling at me.

**PINBALL FANTASIES**



**UBI SOFT**  
Entertainment Software

**B** AT II, reviewed elsewhere in this issue, was on display, along with *BC Kid*. Due for release in December, it's a cute looking platform style game based on a dodgy looking kid with a bigger head than Frank Sidebottom. Using his huge, bulbous head, you can headbutt the various horrors which do little else but cause a rumpus.

Sailing dangerously close to the six o'clock shut down, it was right to quickly visit two of the world's largest software houses.



**A** brief altercation with a remote-controlled Lemming on a tricycle didn't stop me visiting the US Gold suite, which was well hidden away as usual. *Flashback* and *Street Fighter II* were the two big talking points here.

*Flashback* is the creation of Delphine Software, renowned throughout the industry for their interactive adventure games and more recently *Another World*. Graphically it looks very much like the sequel to *Another World*, but apparently that's still to come, so we hear.



**F117-A**

*Street Fighter II* is the official conversion of the '90's most successful arcade game. It's been a big success on the Super NES format and it looks set to make a similar impact on the Amiga.

That rounded off my time at the US Gold stand, so the moment had come to trudge purposely towards the biggest name in flight sims - MicroProse.

## MICRO PROSE

**T**he simulation experts seem to favour the awesome speed of the PC these days, but the range of Amiga stuff due for release in the Spring of '93 and the imminent release of *Gunship 2000* is very encouraging indeed. There's very little news on any of the following, but just to get your juices flowing, look out for the following next year: *Harrier Jump Jet*, *Fields of Glory*, *The Legacy*, *Pirate's Gold*, *F117-A* and of course, *B17* which we already previewed a few issues ago.



**V**isiting the Ocean stand is often a life threatening experience. Earlier in the year, I hobbled over to their stand fully expecting a demonstration of their latest wares. I ended up being flung from pillar to post on a huge fairground waltzer! The remainder of the show was spent viewing Ideal Standard products.

Thank the Lord then, that the only attraction on offer today was a handful of new computer games.

Limbering up for the inevitable Christmas rush, Ocean were only too pleased to announce another abundance of film and television tie-ins. Firstly, there's *WWF2*, the follow-up to last Christmas's number one. Featuring the old favourites Hulk Hogan and the Ultimate Warrior, it now includes four player bouts, alternative venues and various two player tag-team modes. Bet your last buck that this baby will be number one at Christmas.

Looking remarkably like a cross between *Sim City* and *Railroad Tycoon*, *A-Train* is the latest 'build yourself an empire' strategy-cum-finance game. Buy and develop land, play the stock market, construct weaving railroads and ultimately make flipping great stacks of cash.

On the film license front, there's *Lethal Weapon*, of course, and *Cool World*, a game based on the box office flop (but that probably means it's a good film) starring the ever-sultry

**A-TRAIN**

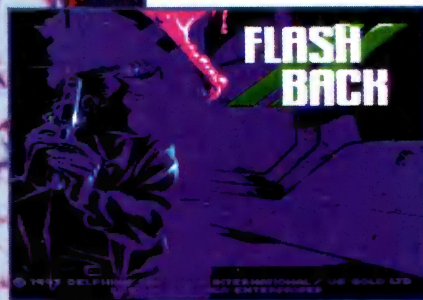


**ROBOSPORT**



Kim Basinger. Other titles under development consist of *Robosport*, billed as a thinking man's shoot'em-up and a currently untitled golf simulation.

That about wrapped up my time at the show. If I didn't get the chance to visit your stand, I'm very sorry and I will flagellate myself mercilessly, until next year.



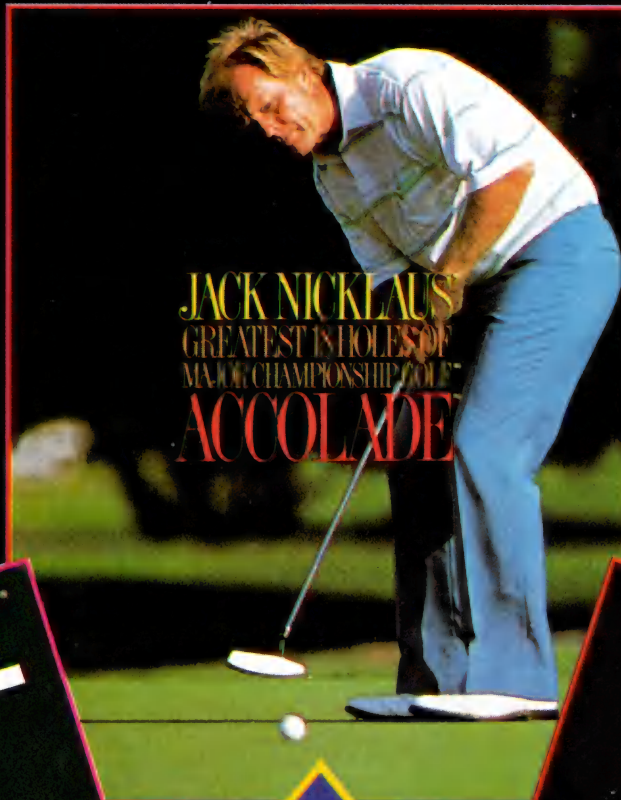
**FLASHBACK**



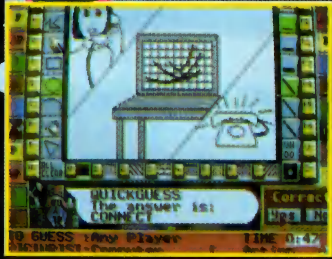
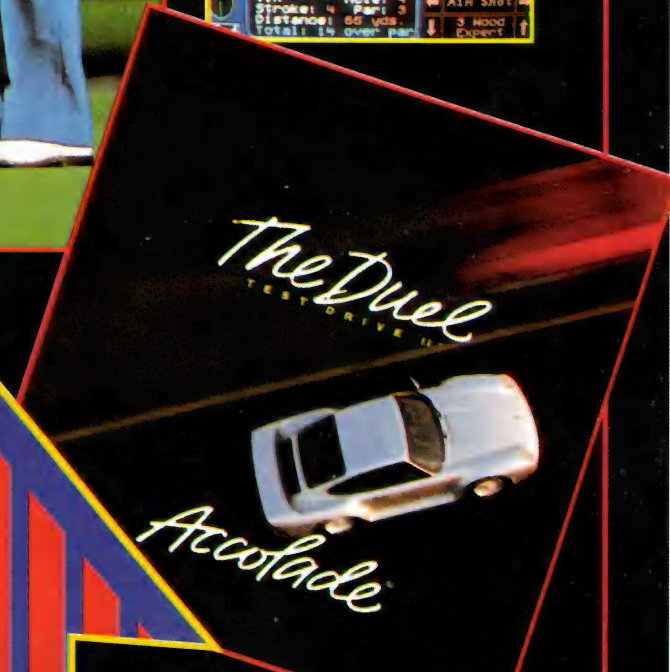
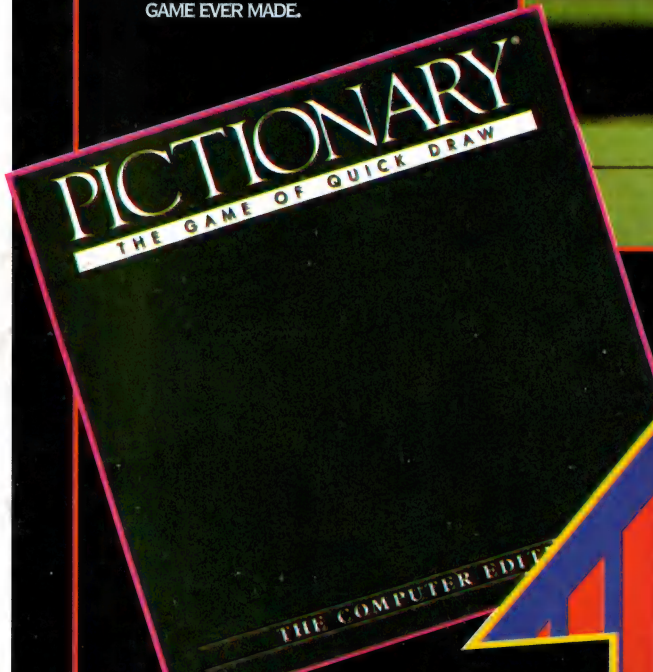
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Oh look! You've seen us here before,  
Yes, here we are again.  
And even though you know the score,  
We'll tell you just the same!

For those of you who haven't heard,  
Or missed out last month's rhyme,  
We'll recap on our exposed parts,  
So here goes - "One more time!"

Segas, Ataris + Amigas we have,  
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there,  
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send them to you, And we'll have them  
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P.S.  
This is a post script for all those out  
there,  
Who couldn't quite work out our name.  
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same!!!

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Yes! The critically acclaimed (well, we like it) BluePrint Intro page returns after its Summer Hols, tanned and ready for some gaming action...

### NIGEL MANSELL'S WORLD CHAMPIONSHIP



Nigel Mansell, fresh from winning the World Championship has taken the time to lend his name to this excellent new driving sim from Gremlin. Is it a winner or a Grouillard? Only you can tell...

There are two ways to be a hero. One is jump out of an aeroplane without a parachute to save another person without a parachute, the other is to check out this excellent game.

Christmas is approaching, and the software companies are determined to separate you from some of your hard-earned cash. Just what have they got in mind for your money? This is the place to find out...



It's dark, it's mysterious. It's the new adventure from Core Design! Can they improve on the classic *Heimdall*? Now's the time to take a peek.



The Bitmaps have been working on this one for donkey's years! You should've played the coverdisk demo by now - so check this out!



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BLUEPRINT

# THE CHAOS ENGINE

After two years intensive development, the latest Bitmap creation appears...

It hasn't been the best of years for the Bitmap Brothers. After releasing a string of highly acclaimed games such as *Xenon II*, *Speedball 2* and *Gods*, they've only unleashed the critically bashed *Magic Pockets* on a public which is ever thirsty for each and every byte which leaves the

Bitmap stable. Reclaiming their status as the industry's most publicised development team therefore is their major goal.

*The Chaos Engine* is fully expected to abolish the sour memories of *Magic Pockets*, but will it lift the Bitmaps to superstardom once again?

We cornered Eric Matthews, one of the original Bitmaps, at the recent trade show in London, and he was pleased to give us a fully guided tour of *The Chaos Engine*.

It's been in development for just under two years. In that time, they've created a multi-player, eight-way scrolling blaster which draws its inspiration, particularly in the graphics department, from the worlds of Charles Babbage and H.G. Wells.

Set in a remote Victorian mansion, the player, or

players, must rampage through the mansion grounds and shut down the Chaos Engine, which has run amok and converted all the inhabitants into horrendous, killing beasts.

It's a sort of cross between *Gauntlet*, *Xenon II* (hundreds of weapons and power-ups) and any character-based RPG. A combination of such game styles may sound a little unusual, but it's generally very simple to get to grips with. The basic idea of each level is to activate a few nodes, which in

turn open the level exit.

To spice things up a touch, there are weapons, power-ups, treasures, puzzles and

secret rooms galore, but you can do as little or as much as possible and still complete the level. "They're all action based puzzles," declares Eric. "Things happen when you collect objects, but they never actually stop you from completing a level."

One of the most impressive features is the multi-player option. If only one player participates, the second player is controlled very intelligently by the computer. It furthers

**Collect treasures to boost your purse. More money means colossal weaponry and extra energy, which can be bought from the *Xenon II*-type hardware shop.**



**Below:** You'll probably have noticed that some of the levels have varying heights. Take a trip up the steps and come down on the enemy like a ton of really heavy building materials.



**Below:** Numerous creepy crawlly creatures emerge from the woods, only to be met by a barrage of unfriendly fire. Most aggressive and violent, we think.





the development of Eric's intelligence routines which appeared in *Gods*.

"Usually a computer-controlled character just follows the moves of the human. What we wanted to do was make him respond to what was happening on the screen and make it feel as though the computer was actually doing a lot more. We didn't want him to take over though, so it took a while to get the balance right."

"As he becomes more intelligent, he'll seek out more things on screen and be able to defend himself."

### Team trouble

The two players don't always work as a team, though. "In two player human mode, we wanted to create a little competition, so at the end of every level, both players are assessed. At the same time, both players must work as a team."

Also, the enemy creatures are all intelligently minded, as Eric explains: "All the monsters are controlled by intelligence. They don't follow pre-programmed wave patterns. We wanted it to feel like the monsters were actually living."

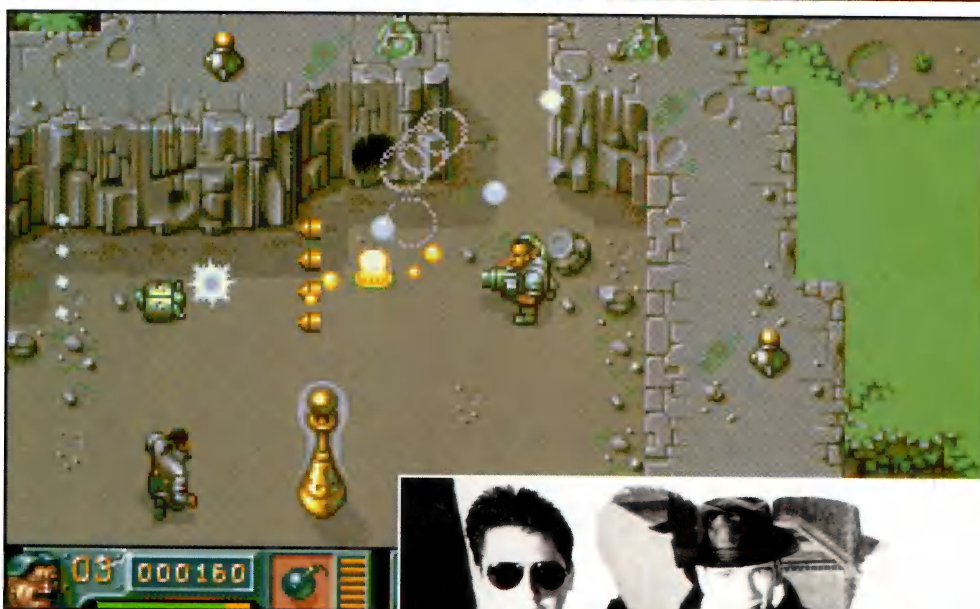
To complement the furious gameplay and add an extra dimension, there's also a huge RPG portion thrown in. Multiple characters all have their own attributes and personalities which develop as the game progresses. "You can replay the whole game and have completely different characters and weapons. That's the beauty of this RPG system we've put in," explains Eric.

And what do the Bitmaps have planned for the future? "Steve (Kelly) has been working on another project for around six months. There are three teams at the moment, consisting of a designer, coder, graphic artist and musician, and each team is working on individual projects, but I can't really say what as I don't want to give away any secrets just yet!"

**Right: It looks a tad more exciting than your average RPG character definition screen!**



**Above: The weaponry provided with this game makes the kit used in Operation Desert Storm look reminiscent of a Sunday stroll in the park.**



**Above: That erect, monument type object is an all-important node. Activate a set number of these to open the exit and escape from the current level.**

**Below: Along with comparing the two human players, this screen gives you some idea of what you did and didn't collect on the previous level.**



The Chaos Engine team in a typical Bitmap Brothers shoot.



## PROJECT: The Chaos Engine

HOUSE: Renegade

RELEASE: Nov '92

TEAM: The Bitmap Brothers

PRICE: £25.99

**COMMENTS:** While *Magic Pockets* lacked speed and entertaining gameplay, *The Chaos Engine* combines the expected scrumptious visuals with a furious shoot'em-up element. But that's not all. Every aspect of *The Chaos Engine* is tied together perfectly but if you don't really care for RPG-based characters or intricate puzzle systems, you can simply play the game as a straightforward blaster. Let's not get too carried away just yet, but believe me, *The Chaos Engine* is looking very special indeed.

INSPECTED BY: Pete

# THE LEGACY OF SORASIL

## We don't need another hero! Or do we? Find out...

The original *Hero Quest* boardgame was seen by the masses as a huge success. It combined great depth and incredibly atmospheric scenarios with some intense gameplay and fierce opposition. Gremlin took the computer conversion to new heights and produced one of the most playable games of last year. The only criticism it received was in the playability department – some people claimed it was just a bit too easy.

The transition to computer was achieved apart from the difficulty level 'problem'. The boardgame used static figures that you moved about the playing area by using action points gained from successful dice rolls. Combat was also achieved by both parties rolling against each other.

### Die hard

The only notable difference between the computer version is the inability to roll the die – the computer generates these scores and displays them on screen.

This success prompted a mission disk with 10 extra scenarios. The main emphasis was an increase in difficulty – unfortunately, you could only play the mission disk if you had a copy of the original but there is now a double pack available.

Anyway, enough of this nostalgic banter! *The Legacy of Sorasil (Hero Quest II)* is described as being, 'Designed to be both a step upwards and sideways from the original *Hero Quest*.'

Controlling paladins, rangers, clerics and

mystics, this terrific looking sequel can support up to four players throughout its 10 scenarios. Adventure through forests and dungeons while remaining wary of ghosts, skeletons and plenty more describable and often indescribable monsters.

Gentlemen, I suggest we all stand around this table and have a seance... Shergar, Shergar, are you there?



*Legend of Sorasil* takes RPG games that one step further, while a great deal of time has obviously been spent on it.

Take a glance at these latest screenshots to help decide for yourself. I'd say *Sorasil* will make the original *Hero Quest* a fading but pleasant memory, as the sequel's sure to overwhelm their previous excellent effort.



A swift swing of your sword misses the enemy and makes you look like a complete wally.



Unravel the Mummy by tugging at the loose bandages. Someone's seen too much Scooby Doo...



C'mon guys, get back in your coffins, will you? Your family paid good money for those oak boxes.



You must have completed an intensive fitness training course in able to carry all those objects and weapons.



The icons along the bottom control the movement of your character, access inventories, cast spells, unlock doors, and more.

**PROJECT:** The Legacy of Sorasil (Hero Quest II)

**HOUSE:** Gremlin

**RELEASE:** Nov '92

**TEAM:** In House

**PRICE:** TBA

**COMMENTS:** Clearly improved and enhanced over the first *Hero Quest*, *Sorasil* will be a major contender for the Christmas Number One position. Let your Amiga digest this for its celebratory lunch and leave the turkeys for everybody else! The graphics are detailed but the animation appears to be a little limited at the moment. Sound has yet to be added so I can't comment on this area. Presently, *Sorasil* seems a worthy sequel, and should build on the reputation of the original.

**INSPECTED BY:** Jason & Allan

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IT'S FAST... IT'S FURIOUS... IT'S TOADALLY FUNPHIBIAN!



62°



Combat scenes appear on-screen and the player has full control over their character, giving the game an arcade feel.



Darkmere really is a visual feast, as these in-game sprite shots show. Screen upon screen of beautifully drawn isometric graphics.



The plague has set in and everybody has swiftly disappeared. Maybe they're having a midnight feast downstairs, or maybe this is a programmer's mock-up screen.



# DARKMERE

## Core swing into action with a dark, mysterious RPG.

Looking very much like a cross between the Bitmap Brothers' *Cadaver* and Core's *Heimdall*, *Darkmere* looks set to continue the trend of accessible role playing games. It's been designed and programmed by newcomers ASD, whose previous game, *Rubicon*, was well received by most.

### Pure glory

The developer's major goal is to produce a glorious looking RPG which will satisfy the purist role players, but at the same time appear tempting to beginners.

For years, far too many RPGs have relied heavily on the gamesplayer's imagination for images, but the sheer

beauty of *Darkmere* should all but remove this needless strain. Unlike *Heimdall* though, the graphic display doesn't scroll at all. Instead, every location is an individual screen, so when you move between scenes, the display will flip and redraw the entire isometric landscape. Basically, it works in the same way as *Cadaver*.

*Darkmere* creates a huge real world and fills it with fully interactive characters. You play the role of Ebryn on his quest to discover the dark secrets of the curse of Darkmere. This all takes place throughout three distinct

graphic worlds – the village (windswept streets, etc.), the forest and the Orc caverns (bubbling lava scenes). Each world is rife with shops, homes and other such buildings, each of which can be explored.

Thankfully, everything about *Darkmere* has been designed with the gamesplayer, and more importantly, the complete beginner, in mind. Complex keyboard controls are out, and simplistic joystick interaction is in, so the whole product has a real user friendly feel to it. Like *Heimdall*, the characters can be shifted around the environment under joystick control.

The player will have full control over his character's actions (it will be possible to do four fighting moves in each direction, giving a realistic feel to combat-type movements) and everything will take place on screen.

**"Thankfully, everything about Darkmere has been designed with the gamesplayer in mind"**



Wouldn't this be the perfect spot for a picnic with a partner of your choice? Don't be tempted into eating those magic mushrooms though, even if you are a bit down.

## PROJECT: Darkmere

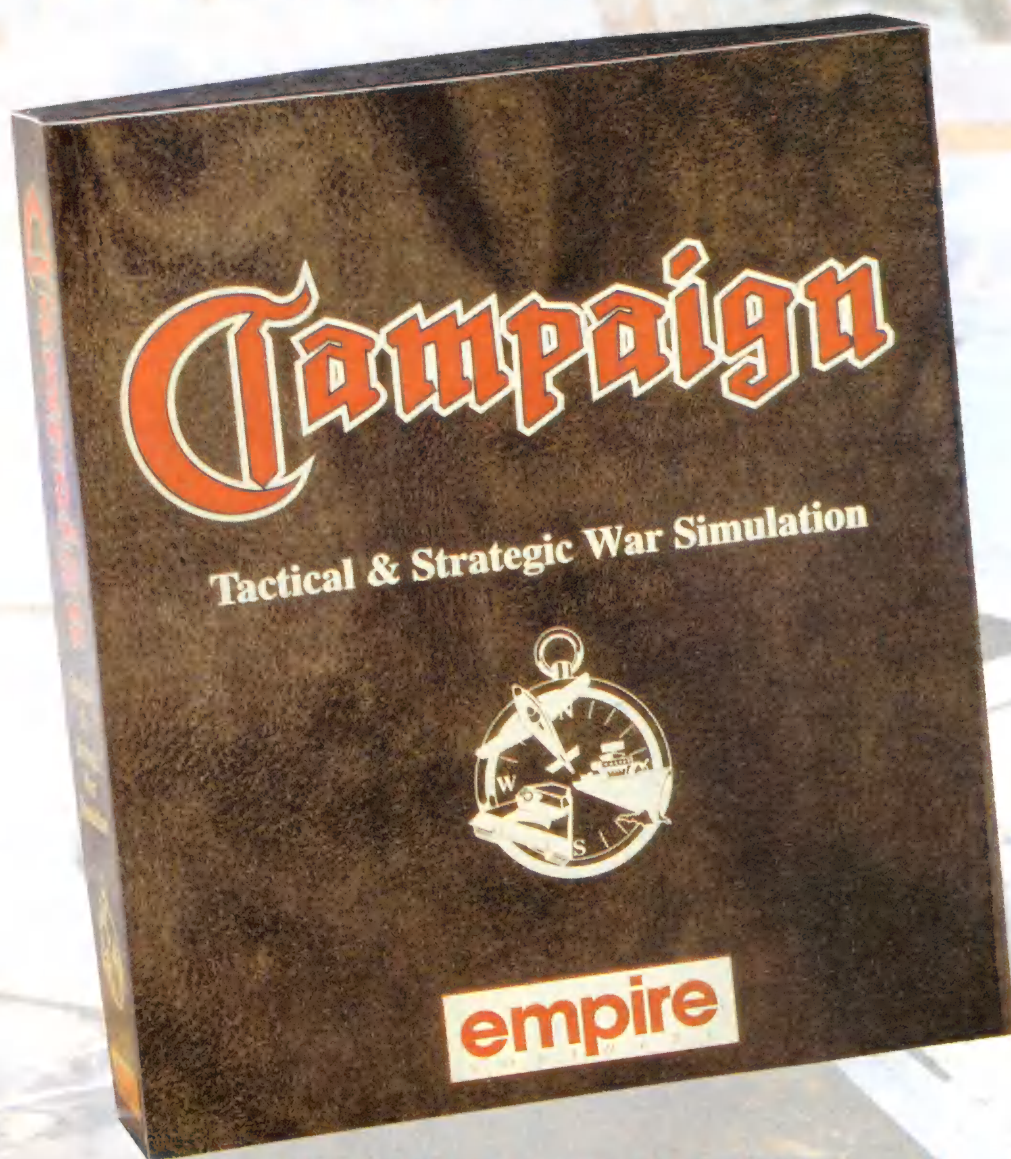
HOUSE: Core Design RELEASE: Dec '92

TEAM: ASD PRICE: £25.99

COMMENTS: If, like me, you detest the sight of bland RPGs, I'd keep a very watchful eye on *Darkmere*. We've not really seen that much of the actual gameplay, but if the graphics and animation are anything to go by, it looks quite astonishing. *Heimdall* did wonders for attractive RPGs, but the purist role players among you apparently found a sackful of shortcomings. If ASD can ensure that the role playing element matches the visuals, *Darkmere* could put a much needed lease of life into Amiga RPGs.

INSPECTED BY: Pete

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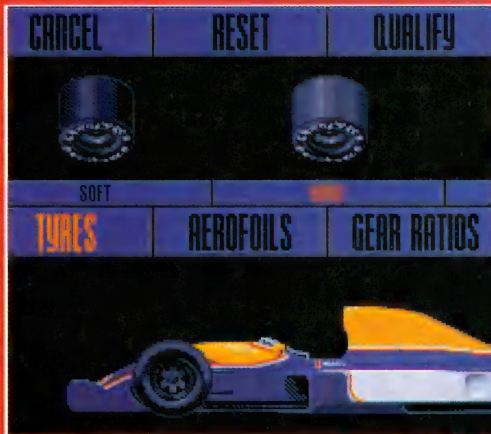


FULL RACE SEASON

DRIVING SCHOOL

CONTROL SELECTION

Notice the 'Driving School' option, where you are given a quick tour of a chosen circuit by the main man - yes, Mansell himself.



SET HIGH IN THE MOUNTAINS, THE MAJOR CHALLENGE IS TO OVERCOME THE EFFECTS OF THIN AIR. THE REDUCTION IN AIR PRESSURE MEANS LESS DRAG, BUT THE OXYGEN STARVED ENGINES PRODUCE LESS POWER. ONE OF THE SHORTEST CIRCUITS, WITH A FEW LONG HILLS.

WEATHER REPORT:



10%

Above: This is a *NMWC* typical track description with the percentage indicating what the chance of a downpour is.

Left: Alter your Williams to your specifications. Your mechanics then waste no time.

If you're a greedy, egotistical Formula 1 racing driver who's afraid to tackle Frenchmen on equal terms, then Gremlin's latest is probably the closest you'll want to get to the real thing.

Alternatively, if you have a flaming passion for chewing up tarmac on your beloved Amiga, *Nigel Mansell's World Championship* is certain to be your pixel partner over the coming Christmas period. Bearing a close resemblance to Ubi Soft's *Vroom* and US Gold's *Super Monaco GP*, this forthcoming offer combines speed with graphical detail, both on the sprites and the background objects.

Although it's not yet as rapid as *Vroom*, I can guarantee that you'll still be subjected to a breathtaking journey around the world's renowned Grand Prix circuits. As for the difficulty level, it's genuinely tough on the mind but not quite as impossible as *Super Monaco!*

Hang on to your joystick or mouse, where the controls are as you'd expect for a game of this kind (thankfully, the

# NIGEL MANSSELL'S WORLD CHAMPIONSHIP

Red 5 is about to do it all over again. But this time, you're the one in the driving seat!



firebutton acts as the accelerator and not pushing up on the stick). And yes, you can select between manual or automatic gears, too. Seeing as you're in a 6-gear racer, automatic transmission comes in very handy!

Unlike other similar products, you do actually have to brake when speeding around sharp corners – simply releasing the firebutton is not enough. This feature makes strong demands on the driver, and is a challenge you'll love to accept and overcome.

Weather reports before a race will influence your choice of tyres, and you're even able to adjust the aerofoil to optimise your car's traction.

Displayed along the top of your cockpit view are facts and figures relating to speed, revs, laps completed, laps to be done and lap times.

After playing the incomplete demo of Mansell for a couple of days, it's obvious that for an arcade style circuit burner, this one's zipping towards the top position on the podium. Gremlin appear to be extracting the very best points from *Vroom* and *Super Monaco*, attempting to combine those good elements into a single winning package.

A championship points structure is implemented, but whether the likes of

On the grid with the green light about to signify the start of the race. Rev your engine and prepare to fly!



Senna and Schumacher will be harder to beat than lesser known drivers is something yet to be discovered. As for Prost... well, who knows where the greatest ever tactical F1 driver and three times Champion may figure in the Gremlin equation?

Just for the record (no mention of uncharismatic Aussie television presenters, please), the finished version will display in the top, central section of the play area, a map of the track you're racing along and your current position.

As a keen racing game enthusiast, I reckon NMWC will turn out to be a refreshing change from *Lotus*, reaching parts other titles have previously reached but, this time, to an even more entertaining and successful degree. At the moment, I can honestly say I have very few reservations concerning the game, and I'm sure (touch carbon fibre) my positive outlook will be justified when everything's finished. Remember to look out for it.



Swiftly into fourth gear and you've not even crossed the line and properly entered into the race yet.

# MANSSELL'S CHAMPIONSHIP



Looks like Farmer Giles has been by. I think somebody really ought to tell him his field is five miles east of here.



You're in a dismal 9th position but rapidly gaining on the opposition. Floor the accelerator on this lengthy straight section.

## PROJECT: Nigel Mansell

HOUSE: Gremlin

RELEASE: Nov '92

TEAM: In House

PRICE: £29.99

COMMENTS: Clearly one to look out for in the future, *Nigel Mansell's World Championship* is a refined *Vroom* and *Super Monaco*. It's a shame there are no plans for a two player or link-up mode, but hey, the single player action is good enough to make you want to get out your tatty old balaclava and put a saucepan on your head. Fast, smooth, playable – and still more to be done. Nothing new regarding concept, but it's being marvellously programmed. They can't seem to do wrong with racing games!

INSPECTED BY: Alan

# BUDGET

## DEMON BLUE

Microvalue  
£7.99

**D**emon Blue took me back to the days of 8-bit computing and in particular, it reminded me of all those gripping flip screen platform games that many gamesplaying veterans remember so fondly. One thing is for sure, in a decade's time absolutely nobody at all will recognise the name *Demon Blue*, never mind remember any aspect of the gameplay.

Everything about *DB* is so typical, even the storyline. Some strange creature slips on a wet



stone and before you know it, he's caught up in some strange fantasy world which is ravaged with an abundant number of blood craving creatures. All *DB* must do is collect the key for each level exit and make a hasty escape.

No prizes for originality then. But other platform games have received good reviews and they've been equally uninspiring, so does it play well? Actually and somewhat surprisingly, no it doesn't. Leaping around pretty backdrops is good for the heart, but when the baddies dominate the screen in such a



commanding way, it's seemingly impossible to guide your creature through the world in safety.

If you could shoot or defend yourself in any way, it would've been a different story, but as it stands, smashing through the

enemy in the hope of 'not losing much energy' is not what I expect, even if it is on budget.

Pete.

48

## DIZZY - PRINCE OF THE YOLK-FOLK

CodeMasters  
£7.99

**H**ow many *Dizzy* games are there now? The number of titles featuring the poached one must be well into double figures by now! However, who honestly cares how many games a character appears in if they are all of a decent enough quality.

The aim is to rescue Daisy who has been put into a deep slumber and she can only be woken up if kissed by someone of Royal personage. This means that *Dizzy* is



left with egg on his face for letting it happen so he has to set about getting himself made into a Royal family member.

As ever, the controls are easy to use as you roam around the platform-based lands collecting items, talking to the locals and using items. The map of Yolkfolk is fairly small when compared to *Magicaland* and *Fantasy World* but the challenge is every bit as large.

The graphics are the best yet in a *Dizzy* game. It is programmed by



the same team behind the excellent *Captain Dynamo* and it shows!

Still, this is an arcade adventure of the highest quality, and no matter how old you are you'll enjoy playing *Prince of the Yolkfolk*.

However, the more experienced gamer may find the challenge a little easy in the long run. Well

worth eight quid of anyone's money whichever way you look at it! Another consistent production from the CodeMasters team.

Brian.

90



# SWIV

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£9.99

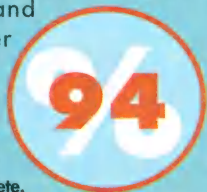
When Storm decided to unleash their creativity on a shoot'em-up to sequel *Silkworm*, they grabbed the original by the neck, rotated it through 90 degrees, slapped in more war-torn khaki visuals than you can shake an Apache at and created a single marathon level which loaded additional graphics data as you played.

The end result was very special indeed. Storm had produced a vertically scrolling blaster which blew the opposition out of the water and into the same grave as



all those Iraqi frontliners. Technically and graphically, it's faultless and the gameplay is both addictive and very furious.

Feature-wise, SWIV is very faithful to *Silkworm*. There is the usual healthy number of power-ups and a simultaneous two player mode where one player flies a helicopter and the other drives a jeep. An absolute corker and no mistake.



Pete.

# SUPERCARS II

GBH Gold  
£9.99

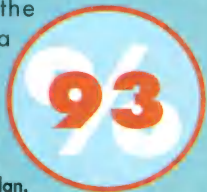
It's Firefox on wheels where you fire rearward missiles, forward rockets, tear along at supersonic speeds and more. Yes, this tremendous racing title allows you to ravage the opposition to leave them in smouldering mounds of metal.

Competing against an aggressive group of speedy roadhogs, try to reach the top of the championship table and stay there until the end of the season. The better you do, the more prize



money you earn, and the more prize money you earn, the more weapons and souped-up engines you can buy.

As a one or split-screen two player game, *Supercars II* tempts you to try all its curving circuits. A winner all the way and a satisfying variant on the usual racing theme.



Alan.

# SWITCHBLADE II

GBH Gold  
£9.99

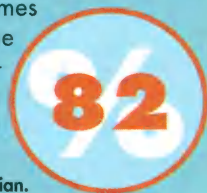
What a hero Hiro is! He successfully saved his planet and the Cyberknights in the original game but unfortunately he was then slain by the evil party he prevented. Thankfully before his untimely death, Hiro managed to have a son, Hiro Jnr. and he is out to avenge the death of his father, and save the planet of course.

Programmed by the same team behind *Venus the Flytrap* and the recent smash, *Zool*, this is a fine platformer originally released



under the Gremlin label. Graphically it is superb with each level looking different from the last and each succeeding in setting an atmospheric feel for the game.

Unfortunately the first level is slightly too long and some gamers will get bored with having to play through every time. If you like platform games to be large and challenging then this is definitely the one.



Brian.

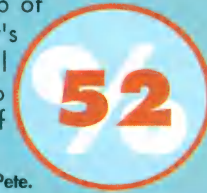
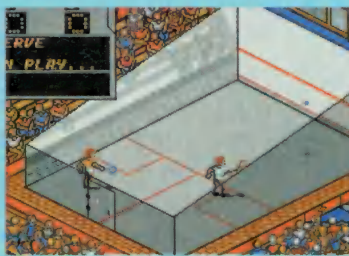
# JAHANGIR KHAN'S WORLD CHAMPIONSHIP SQUASH

GBH  
£7.99

Take any Krisalis sport simulation, such as *Man United* or *Face Off* and take out the actual arcade section. What remains is the same polished menu system and management element which appears in every Krisalis sports game. Add an arcade squash



player and what have you got? Initial attempts to hit the ball fail hopelessly and returning a winning shot is teeth-grindingly impossible. With perseverance, and the help of the beginner's mode, you'll soon get into the swing of things.



Pete.

# ACTION COMPETITION



*This is probably the finest competition you've ever had the chance to enter! Why? Because Amiga Action has joined forces with Gremlin Graphics and one of Mansell's team sponsors, Canon. The result is truly awesome, and it has to be in order to match the astonishing quality of the forthcoming and officially licensed computer game.*

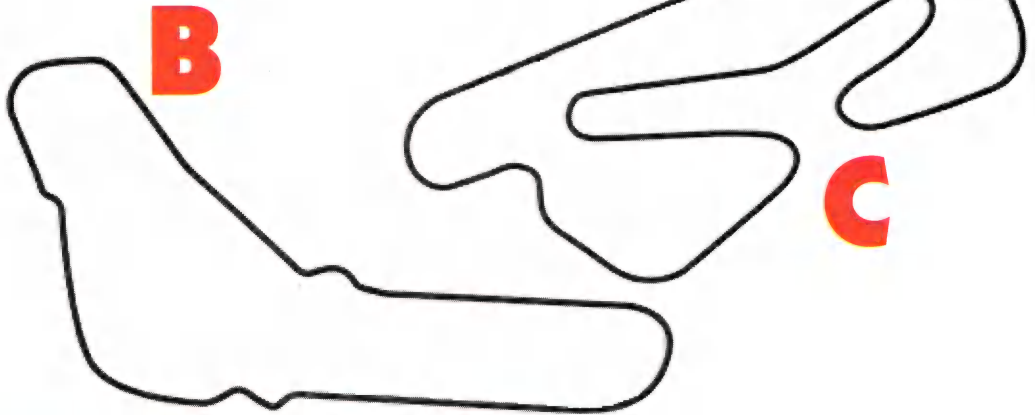
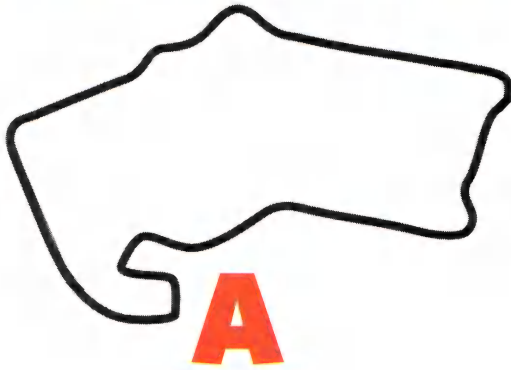
# WIN A SN CAMMY



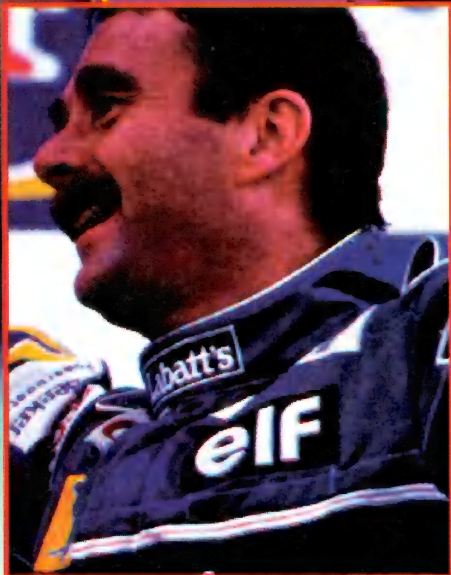
# WIN WIN WIN WIN W

# ACTION COMPETITION

We want to know which countries the following race circuits are in:



# AZZY



Up for grabs are THREE state of the art, better than the rest Canon Epoca cameras. Each of these unique cameras is worth nearly £250.

That's a grand total of an overwhelming £750!

The Canon Epoca features a superb 35mm to 105mm zoom lens, a fixed frame zoom mode which keeps the image magnification constant as the difference between the camera and the subject changes, exposure control, plus plenty more horny features.

Let's not get too distracted from the other prizes available, though. The camera winners will also receive a copy of Gremlin's highly promising *Nigel Mansell's World Championship*.

Also up for grabs - copies of the game PLUS a video following Mansell's exploits on and off the track! They'll soon be roaring their way to the 10 lucky runners-up.

Only Gremlin and Amiga Action can do this!

A .....

B .....

C .....

**TIE-BREAKER:** Now we want to know the name of the Indy team that Mansell is racing for next year.

The Indy team is: .....

Please send your answers to: Canon Camera Compo, Amiga Action, Europress Direct, PO Box 2, Ellesmere Port, South Wirral, L65 3EA. *The competition closes 24th November 1992.*

NAME .....

ADDRESS .....

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PLEASE TICK IF YOU DO NOT WISH TO RECEIVE PROMOTIONAL MATERIAL

# IN WIN

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# PD SPECIAL



**E-Type II:** It may look identical to *Asteroids*, but in this variant, you don't destroy the rocks. Concentrate on destroying the green creatures.

**1** 7-Bit Software were the dominant suppliers of Public Domain software this month, so many thanks to them.

After numerous requests made to other suppliers we received little else, so please send us your latest wares and this feature will become permanent and a lot longer. Anyway, here's what's what in the unstructured world of PD...

First out of the jiffy bag was *E-Type II* (2188) from 17-Bit Software. It's got nothing to do with a certain Jaguar car, but plenty in common with *Asteroids*. Rotate and propel your spacecraft through an indestructible asteroid belt and wipe out the slimy green bugs. It really is very simple and a nice variation on the usual *Asteroids* theme. Not a patch on the hoards of genuine PD versions, but it'll keep you occupied for at least an hour.

Less favourable was the double pack of *Matrix* and *Spectrum* (2184), again from the chappies at 17-Bit Software. In *Matrix* you must dissolve all the squares on a single screen making sure that there's

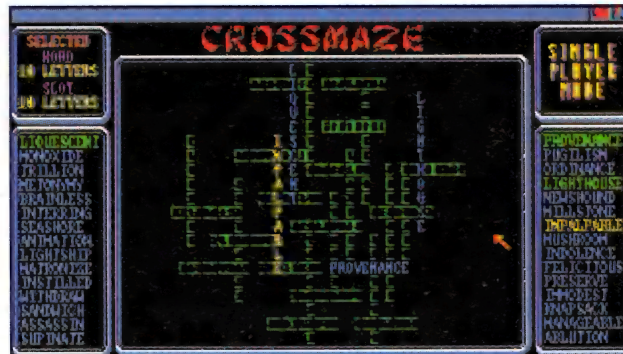
always another square next door for you to move onto. It seems simple in theory, but it's downright tough in practice.

*Spectrum* completes the pack, but fails to make this a rec-

**Spectrum:** Nothing to do with Sir Clive Sinclair's baby. It probably gets its name from the dodgy looking copper list in the background. Interesting, huh?



**Total Fire:** Written in *SEUCK* and painfully obvious, I'm afraid. Preposterously difficult to play and almost identical to every other *SEUCK* creation.



**Crossmaze:** It certainly won't win any awards for graphical or technical brilliance, but if you're after a nicely simple and addictive word game, look no further than this!

ommended purchase. Progressively blast away a length of falling rock before it falls too far and kills you.

On a completely different note, the *Crossmaze* and *Cryptoking* (2176) double disk (everything we feature this month was supplied by 17-Bit) is the definite collection for word game boffins.

*Crossmaze* is a crossword type puzzle without any cryptic clues and *Cryptoking* is a simple coded message game. Cheaper than your average Daily Mirror puzzle book, but a definite no go area for arcade hungry teenagers.

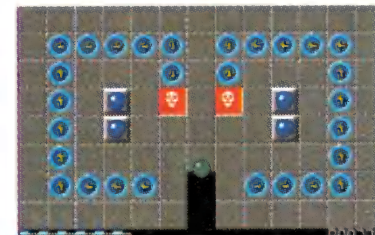
For the aforementioned youngsters then, here's a disk dedicated to yourselves. The latest, *Assassin's PD Compilation* (volume 30, disk number 2171) features four pure and simple arcade

games. Firstly, there's *Chrome*, the hidden bonus game originally found in Gremlin's *Switchblade II*.

A similar sort of horizontally scrolling platform game is *Bounce 'n' Blast* which looks pretty impressive to start with, but soon proves to be ridiculously tough to play. Ah well.

*Tank Attack* is yet another version of the classic two player confrontation game complete with additional features and *Total Fire* is a *SEUCK* creation, so you know exactly what to expect.

And that's it for this month!



**Matrix:** It's not the classic *Gridrunner* sequel I was expecting. Dissolve the squares and avoid everything else, particularly areas of black.



**Bounce 'n' Blast:** This isn't written in *SEUCK* yet the difficulty level suggests it was. Surely the programmers realise it's tough to play, so why don't they do something about it?

# AND THE SURVEY SO FAR...

**With seven hundred replies to our survey and counting, we tell you what you've said so far and ask you to stop sending the darned things in!**

**W**ading through a sea of yellow-tainted paper to our desks, we can't help but realise that the response to our Reader Survey has been completely overwhelming.

At this very moment, some poor woman is analysing all your replies. This is, of course, only a rumour that can't be proven. We'd need to hire a JCB to dig our way through the paperwork on and around her desk. She must be under there, somewhere... Ah well.

So what are the initial impressions?

Generally speaking, the feedback has been satisfyingly positive. It's apparent that you favour the coverdisks and, in particular, their PD content.

You're happy with our reviews but many of you suggested we bring back a rating for Graphics and Sound. Well, we have! If you have any more comments about the AA scoring system, you know where we are.

Boggit's has recently been under a lot of scrutiny. This area of

AA has had the most varied of comments but many of you have demonstrated great appreciation

**"Tape a D.I.Y. joystick on front of the mag."**

**Not really feasible, we're afraid! Still, thanks for that unusual idea. How long have you been out?**

for the little critter. We acknowledge that Boggit's appeals to a specialist type of gamesplayer and, therefore, he will continue to have his own niche in the mag for years to come.

Elsewhere, it's really only the Letters pages that has been criticised. Unfortunately, you haven't told us why you didn't care for it. If it's the quality of the letters, then this is down to you. If it's something completely different, drop us a line and tell us what! Again, we should emphasise this magazine is for you after all - we need your ideas.

And now it's official! The majority are in favour of the Buyer's Guide but there are a still a few of you who insist on bringing back the Leagues. To please everyone, we will be ranking the Buyer's Guide in time for next month's issue - plans to rank the games this issue have had to be put back but trust us, we'll get there.

The demand for a regular utilities/hardware section has been high and is something we're

looking into. The problem with this is that AA is supposed to be a games magazine and we're not entirely convinced we should be branching off in this direction. We need more time to think about this!

Thanks for the huge response and surveys are still trickling in. The winner of the hard drive or monitor will probably be announced in next month's issue. Thanks again.

**"Each game reviewed should be by someone who actually has a preference for that type of game."**

That is already the case. For example, Brian doesn't review flight sims because he can't give a fair judgement with him not being an expert in this field. Similarly, Alan tends to stray away from platform games and leaves them for Brian.

**"Less full page game adverts."**

Unfortunately, without full page advertising, you wouldn't see AA anymore. We need them to finance the magazine.

**"Readers reviews should be printed to give games a even fairer hearing. Also, my friend would like to have a copy of Playboy in the back of the magazine so his Mum doesn't know what he's reading."**

**"I would like to see a regular section that tells us all about the latest coin-ops and arcade machines."**

**Good point. We are now hoping to include news and reviews regarding the latest arcade machines, starting from either the December or January issue. Keep a keen eye out for it.**

Sure, send your reviews in. If we get a good enough response, we'll put them in the magazine. As for Playboy - sorry!

**"The Letters page is normally full of people moaning about your reviews. Boring!"**

Try writing to us with something interesting then. We only print what we receive, so it's up to you lot to spice up the Letters pages.

**"How about a swap shop so that people who have games and don't want them anymore can swap them for games someone else may want."**

**"There's too much personal opinion creeping into descriptions of the games. If we don't like what you do, we don't find out if we like it or not."**

**Speak Engleesh? Anyway, we thought that was what reviewing games was all about! We give our opinions so you have a good idea of what to buy or avoid.**

**"I just thought I should say that Amiga Action is better without the staples."**

Thanks very much.

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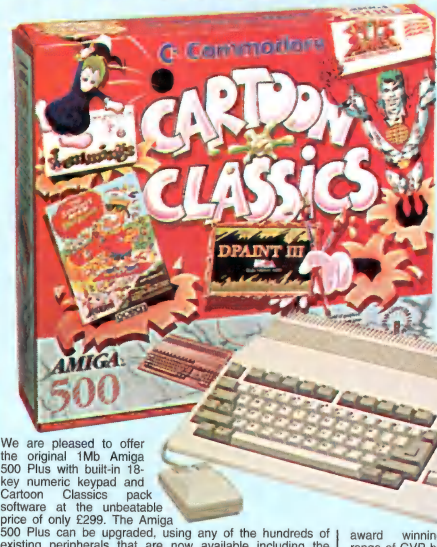
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You all know goblins have tiny brains but now is the time to swell them with this complete solution to Coktel Vision's rather unconventional but compelling *Golbiiins*.

### LEVEL 1



Strike the right-hand side of the archway. As a result, the horn falls from above which you must pick up and blow. Then cast a spell on the fallen branch, miraculously transforming it into a pickaxe. Leave the screen to the left.

### LEVEL 2



Cast a spell on the second and fourth apple from the left, causing them to swell. Now strike the swollen apples, collect them both, then drop them into the hole in



the bridge. Chip at the shining spot with the pickaxe. Take the diamond.

### LEVEL 3



You'll have now returned to the first screen. With the sparkling diamond in your possession, you are able to enter the wizard's small cottage. So, stroll on over there, knock on the door and venture into his humble home.

### LEVEL 4

Inside the house, cast a spell on the left plant, causing it to grow rapidly. Use the stem of the plant to climb onto the table. In the meantime, take the pot containing the wasp. Go over to the right plant, release the wasp and let the plant eat it.

Thump the book and use it to help the rest of your clan climb on the table. Show the diamond to the wizard and off you go to the next screen.



### LEVEL 5



Tingle your fingers on the stalk near the hunchback, causing it to grow. Do the same with the pole near the statue's hand. Punch the statue's eye and its tongue rather pleasantly drops down.

Cast a spell on the sarcophagus' antennae and make a hasty retreat to the tongue. Hit the eye again, lifting your crew to complete safety. When the zombie has gone, gather the mushroom in your arms and leave to the right.

### LEVEL 6



Climb spider thread. Grab gun and use it on the sleeping spider. Place pillow under the central spider. Cast a spell on the central spider. Take bottle, fire the gun at the right spider. Your exit will appear.

## small tips

Welcome once again to the renowned and well popular Amiga Action Small Tips column. As usual, it's jam packed with all the latest hints, tips and cheats. And, as the winter weather gets heavier and the urge to sit in front of a log fire with just your Amiga becomes greater, the need for more Small Tips becomes increasingly desperate. In other words, send us your game secrets now or we'll torch your house!

### The Games

#### Espania '92

According to Mark McDermott of North Wales, this little tip makes your athletes the best in the business. Put them all on two hours training and keep checking their stamina levels every couple of days. When it reaches 90 - 92 change the length of the training session to one hour and they should be certain winners! Hmmm, worth a try I suppose.

### The Carl Lewis Challenge

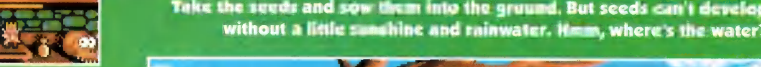
Recreate the historic steps of Linford Christie and take the 100 metres gold in style. To achieve this, grab a couple of willing helpers and select the speed control method. Get one of your helpers to waggle the joystick and one to tap the keyboard at speed. While they go about their business, move the mouse backwards and forwards frantically and you should finish the race in about



## LEVEL 7



Let your magician do his stuff on the seed bag. Watch the results with interest. How does he do that?

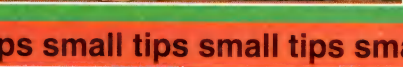


Take the seeds and sow them into the ground. But seeds can't develop without a little sunshine and rainwater. Hmm, where's the water?

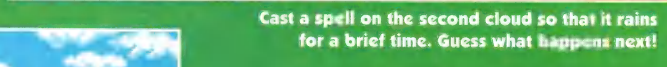


As soon as the flock of birds arrives, get tough and punch the scarecrow like Tyson punched Bruno. Well, maybe a little harder!

Right: Now you must instruct the technician to carry the newly grown, green plant.



Left: Stand the technician before the mighty wizard.



Cast a spell on the second cloud so that it rains for a brief time. Guess what happens next!

## LEVEL 8



Do your magic on the skeleton. When it throws away the bone, cast a spell on that. By then blowing the flute, the snake will sit up and listen. Now climb up the slippery reptile if you can.

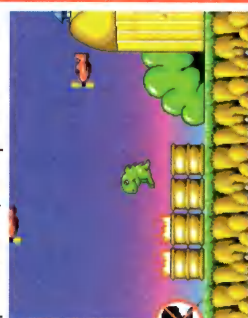
Set one of the two remaining goblins on the left side of the right plank on the scaffolding. Hit the stones above the plank to catapult your pointy eared friend. Repeat the operation and exit left.

six seconds! Alan, Pete and some poor geek from ST Action achieved a dismal time of 7.54 seconds (after only two attempts). Incompetence, or what, eh?



### Hoi

Try the following to gain access to the later levels: On the level access screen, place the LVL mouse pointer in the far bottom right of the green quarter screen. The bottom L must be positioned in the corner with pixel perfect precision (two pixels on the



pointer will be hanging over the edge to the right). Click the left mouse button, then shift the LVL mouse pointer to the very top left of the screen (as far as you can physically move the mouse to the top left) and click the left mouse button again. You should now have access to the first four levels.



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# small tips

## Ugh!

All you budding prehistoric cabbies needn't fear any longer. Here are the first 35 level codes for Soundware's finest:

1. FREISCHTIEL
2. SELBSTLAUEFER
3. HENNABREGGL
4. PFANNEHEISS
5. SOICHGOMBASEPP
6. PFUNDHACKFLEISCH
7. DOGODDERDEIG
8. SPAMSPAMBEANSNAPAM
9. SEMPRINI
10. PROFJRJUMBY
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26. BICYCLEREPAIRMAN
27. IRVINGCSALTZBERG
28. THEENDBERG
29. NOWTOFLINGANOTHER
30. THECATSATONTHEMAT
31. CONFUSEACATLID
32. DISTRACTABEE
33. MITTELSCHMERTZ
34. INSPECTORTIGER
35. LOOKOUTOFTHEYARD

Thanks to each and every reader who took the time to send in these codes. Look out for the remaining level codes next month.

## LEVEL 9



It's back to the jolly old wizard! Collect the meat and allow the goblin technician from your trio to use it. Now leave by walking away to the left.



**d** Windsock  
**Right:** Use the windsock on the hole to capture the bird. Shame it's the feathered kind.

Cast a spell on the cork and use it on one of the two holes. Place the technician with the windsock in front of the other hole. At the bottom, punch the hole with the bird. The bird will now reappear at the open hole.

## LEVEL 10



**a**  
 Use the chunk of meat on the tree hole to the left-hand side. There goes Sunday lunch. Oh well.



**b**  
**Below:** Set the magician at the end of the branch, and set the warrior on the rock under it. Now activate the hanging creeper. Repeat the operation with the technician.

**c**  
 Carefully clamber down the left branch by using the ladder and then simply leave to the left.



**b** Windsock  
 Take the windsock and cast a spell on the twitching branch. It's obviously suffering from an overactive termite problem!



## LEVEL 11



**f**  
 Use the bird on the dog. Next, allow your magician to zap the dog and off he flies. Now take a hefty swing at the left door and onwards you go!

small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips

## LEVEL 12



A key will fall when you pick up the feather. Use it on the skeleton's foot. Take the cup-and-ball game and use it on the skeleton's hand. Gather the key and use it on the hand that appears from the cage.

Cast a spell on the feather to change it into a flyswatter, and then use your new creation on that flippin' wasp. Use magic on the disorientated wasp, take the dart and throw it at the wizard's picture.

Collect the figurine and take the elixir that has the ability to make you invisible. Go right to exit this level.



Once on the other side, cast a spell on the horn. Drink the invisibility elixir and pass by on the right while you can't be seen by the wizard.

Collect the tasty looking carrot and drop it near the mole's hole. Conjure a spell to turn the mole into a, er, nude woman.



Below: Move the warrior while the wizard's attention is diverted. Still, never mind his attention, what about yours? Well, off you go!

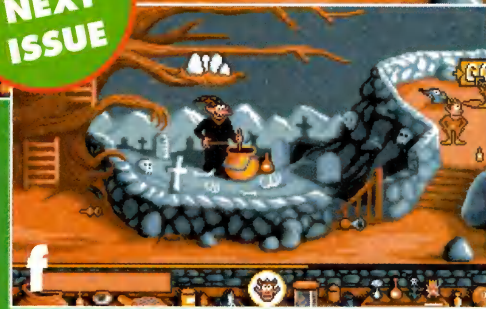
## LEVEL 13

Use your magician's talents on the root of the tree, then pick up the bird call and use that on the tree.



PART 2  
NEXT  
ISSUE

Left: Wait for the bird to go away. Cast a spell on the large egg, then give it a rather hefty thwack from your horned rough guy.



Once everyone's made it across, you'll find the exit over to the right of the screen.

### Troddlers

We don't want to get too carried away here, because Troddlers has only just been released. To start the ball rolling though, here's the codes for levels 1 to 35:

1. BUILDIT
2. NOSWEAT
3. PYRAMID
4. CLEAROUT
5. SPHINX
6. QUARTET
7. CENTERIN
8. REDGEMS
9. CROSSED
10. SKIPAROUND
11. PACKEDUP
12. PILLARS
13. BZZZZZ
14. FIVEROWS
15. TIGHTIME
16. EASYTONE
17. TWOTRIBES
18. DONTMIX
19. HELPEMOUT
20. MEANONES
21. NOPROBLEMS
22. TREASURES
23. STOREROOM
24. UPDANDDOWN
25. TECHNO
26. ONEONEONE
27. SIXROOMS
28. THETOWER
29. GOFORHEART
30. NEWTHING
31. BOULERO
32. CRUELWORLD
33. CRUELUBES
34. SLIPSLIDE
35. KEYX

More Troddlers codes next month.

Send your hints, tips, cheats and level codes to: **GTGA Small Tips, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP.**



When Software Houses aren't converting them, they're basing games around them! What are they? Movies of course! *Premiere* is one such title, but a damn good one at that. If you're having trouble with the first two worlds here is a little help to keep you from crying too much...

## STAGE 1 Wild West world



**BALD EAGLES** – These can be fairly annoying but if you keep your cool they'll pose no threat. One well timed throw will see them off – try throwing when they swoop down.



**BUFFALO** – It isn't advised to try and kill the rampaging beasts – instead try to jump on or over them. You can actually stand on them and not get hurt!



**CACTUS PLANTS** – These act in the same way as the Indian Chief so the same method applies.



**THE CAVALRY** – No warning trumpet for these fellows' arrival. To kill them you need three direct hits with your shots. Their firing precision is perfect, so watch out!



**HIDDEN COWBOYS** – Not all barrels are what they seem. Some contain waiting cowboys and if you get too close they'll pop out and shoot at you. One shot should suffice.



**INDIAN CHIEF** – Unfortunately these cannot be killed. They stand to the back of the platforms and regularly waft their tomahawk in your direction. Time your run past them.



**INDIAN BRAVE** – Walk from left to right and occasionally they'll fire arrows at you. One well-aimed stick of dynamite will send them to an early grave.



**MEXICAN BANDIT** – They may look like they are sleeping but these crafty beggars are very alert. It takes two hits to kill one of these but watch out for their bullets!



**PHOTOGRAPHERS** – Getting your photo taken results in a brief pause for our hero. You can still be harmed at this point so the best thing to do is remember where these nasties are situated and jump just before them.



**SHERIFF** – Lawmen take two hits to kill and wander slowly left and right, if they catch sight of Clutch they'll stop and fire their pistol before heading off in the other direction.



**TUMBLEWEEDS** – These are fast and can be destroyed with one bomb, however they are best jumped over as this conserves ammo.

## Not so fast, Pardner...



At the end of the first section you'll have to face a vicious, not to mention large, quick-draw cowboy. This may look difficult to get past but is actually very simple. All you have to do is count the number of times he flexes his fingers then after the final flex wait for him to move and fire. The finger flex sequence is three, five and four.

# STAGE 2

## Black & White world

The basic guide to success on this level is to conserve your ammo as you are going to need as much as possible for the end of level section!



**BOMBERS** – Planes swoop in from the skies and drop a bomb in your direction. One shot will ground the aircraft and the bomb is best ducked under.



**GANGSTER IN CAR** – When you get too close to these guys, they appear and then shoot at you. Be aware as you pass each car and if one appears, lob a bag at them.



**CATS** – No, not the Andrew Lloyd Webber musical but slow, sly and strong predators. The easiest thing to do is jump over them but they can be shot if necessary.

**FIRE HYDRANTS** – Water is very harmful to Clutch and therefore must be avoided. You can either turn off the hydrants or wait for the water to stop (which doesn't happen on some!)



**EGYPTIANS** – These walk up and down doing a very strange dance. They take two shots to kill and are fairly quick – again the best method is to jump over them.



**GANGSTER** – Watch out for these guys, they are big and butch and armed with custard pie guns. Two well aimed shots will get rid of them.

**CHARGING COPS** – Rather like the Buffalo on Level One, these charge at you but this enemy cannot be jumped on top of. You must get out of the way and let them past.



**HIEROGLYPHIC** – These blend into the background and attack when you get within range. They take the form of little girls and birds. Warning: they can't be killed!



**VIOLENT COP** – These stand at the back of the platforms swiping at you with their truncheons. Time your route past, coz if you get hit you'll lose an energy point.



**MUMMIES** – These chaps are pretty weak, but then they have been dead for hundreds of years! One punch or sandbag should see them off.

**MUMMIES COFFINS** – These fire arrows at you at regular intervals. Some can be turned off with switches but most have to be passed with skillful timing.



**ESCAPED PRISONERS** – Slightly slow due to the heavy ball and chain they are carrying, these fellows are also fairly weak requiring only one shot to kill.

When you reach the Sphinx knock its nose off with a sand bag to open the door nearby.

## Don't stain the train



As soon as you begin, face the left of the screen and each time the train gets too close throw a couple of dynamite sticks at it. The hard thing is that you'll also have to keep an eye on the train track ahead, push up to jump over the gaps in the rails and duck under the signals by pulling down. You need a lot of ammo for this (there are extra bundles on top of some of the signal boxes). If you have less than 25 shots the odds are you'll fail!

# PREMIERE

## STAGE 3 Horror castle



**FIRE CREATURES** – A continuous flow of these will fall from the ceiling and must be jumped over to continue. Careful timing is required to get past them.



**FRANKENSTEIN'S MONSTER** – This freak of nature will pace up and down the platforms and before it turns around, will fire metal bolts at you. It takes three shots to get rid of him.

**HUNCHBACK** – Don't try to destroy this large man as he is indestructible. Keep moving when around him, as he'll constantly make bells fall directly on top of you.



**SHEET GHOSTS** – These appear with plenty of time for you to destroy them and they always float straight for you no matter where on screen you are. They take two shots to kill.



**DISEMBODIED HAND** – Rather like Thing from *The Addams Family* but not as smart, these roam aimlessly left and right taking only one shot to be destroyed.



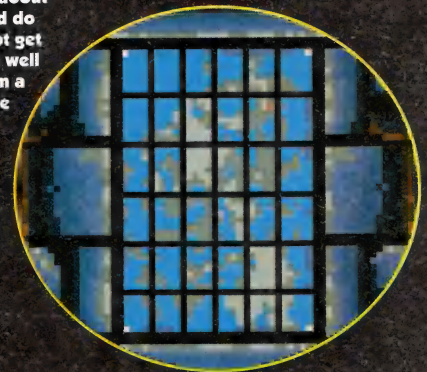
**TRAP DOORS** – At regular intervals these will open and a red creature will reach out for you. Obviously these must be avoided but if you stand on the door when it opens, it'll propel you upwards.



**ZOMBIE TORSOS** – Zombies crawl about on the floor and do little else except get in the way. One well aimed shot from a distance will see them off.



**WINDOWS** – You can spot these by the fact that they are not broken. They act in pretty much the same way as the sand bags so the same method applies.



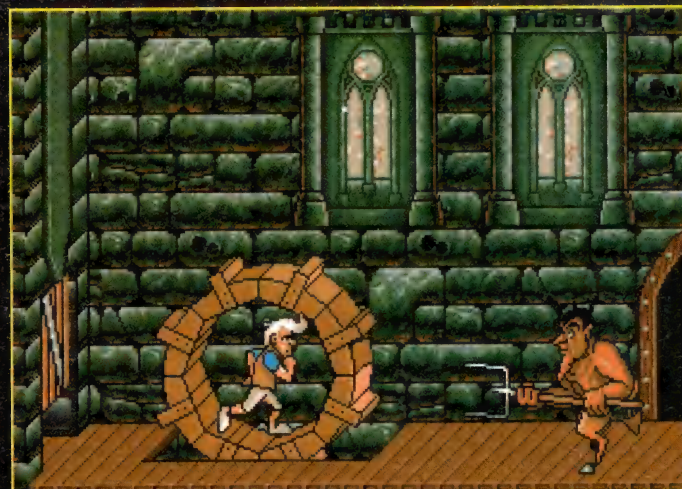
**VAMPIRE BATS** – They may look a bit hard to kill but if you stand your ground and don't panic they'll pose no problem. Just throw one potion as soon as they appear on screen.

**SAND BAGS** – You'll see these attached to the ceiling and should you wander underneath them, they'll fall. Edge your way to them and go backwards when they start to drop.



**WEREWOLVES** – Pretty much the same as Frankenstein's Monster but instead of firing a bolt these will let out a harmless roar. Again three shots are required to kill it.

## Which way to turn



This isn't exactly hard, just fairly annoying. Run left and collect everything. Now stand in front of the big cog and wait for Lucifer to appear. Fire four shots at him and he'll turn into a bat and fly to the right. Now as quickly as possible, jump into the cog and push right on the joystick. When the devil appears again jump out of the cog and fire four fast shots at Lucifer once more. Continue this until the door on the left is completely open and then exit.

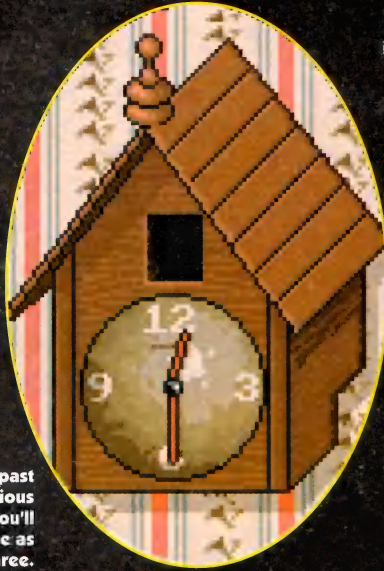
# STAGE 4

## Cartoon world



**CHIP MONK** – These act in exactly the same way as the Fish, requiring exactly the same amount of shots to kill.

**CUCKOO CLOCK** – As you wander past one of these they will spit out various working parts and if these hit you you'll lose energy. Use the same technique as the sand bags on level three.



**LITTLE DOGGY** – Don't be lured into a false sense of security by these cute animals; they are vicious and have a very lethal pounce. Two shots from the pop gun will send it packing.



**LITTLE FISHY** – Fairly slow and dopey is your average fish, they float back and forth occasionally spitting a few bubbles in your direction. Two shots are needed to kill them.



**HOUSE FLIES** – There are two varieties of these. One is very dopey and just flies along taking one shot to kill and the other will drop 1.5 ton weights for you to avoid.

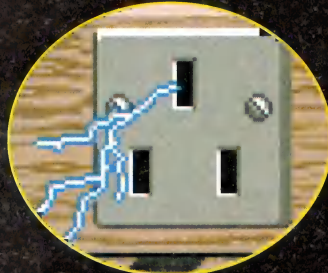


**JET BOY** – This young lad floats on his Jetpack until you get within range then he falls to earth and fires at you. Duck under the bullets and when he's not firing stand and fire at him.

**MOUSE** – This little fella looks harmless but get too close and a monkey pops out from his hat and fires at you. The mouse requires three shots and the monkey takes two to kill.



**PAINT POTS** – Walking into a paint pot magically spills a puddle into mid air and as you're in a cartoon you can walk right onto it making it easy to cross wide gaps in platforms.



**PLUG SOCKET** – Three electrical bolts are fired out of the top hole (one slow, then two quick). Run past after the third one has fired. Do this and you should survive.



**GAS STOVE RING** – Flames burst forth at regular intervals and you don't have time to jump all the way across when they are off. Instead walk a bit then jump to survive.



**WALKING SAXOPHONE** – These are bigger and more resistant to shots than fish but basically do the same movements. When they stop walking duck under the musical notes. Three shots are required.

## A quick touch-up



There are three creatures for you to kill here – a bird, a frog and a bear. The bird starts on the left and then moves anti-clockwise around the centre platform. The best place to shoot him is as he comes across the top. To kill the frog you'll have to get a couple of shots in from each side of the screen, avoiding the beachballs that fall from the top. The frog moves clockwise around the screen. Finally the bear whizzes back and forth across the bottom. You'll have to be quick travelling across the top to kill him from the opposite side of the screen.

# PREMIERE

# DOJO DAN



**Having difficulty with Europress Software's platformer *Dojo Dan*? Before you put a strong magnet to the disk and burn the box in frustration, check out the following few hints which will hopefully make life a little bit easier on the first ten levels...**

It's probably best to start off with a few general tips and hints. In case you missed the Cheat Mode published in last month's Small Tips, here it is again: To gain infinite lives, type 'WOOLAN-KIDKICKSBUTT' (without the dash) while playing. You'll also gain a permanent shield which you can activate by pressing S. Something else which may be a help is F8 which completes the level, and F9, the



section. There are no level codes to help you out, which the Europress boys tell us was entirely deliberate!

Other useful tips you may need include the following: *Dojo Dan* contains several secret rooms scattered throughout the levels. You can enter them (see boxes) to gain extra lives. To do this, stand still on the entrance point and it'll eventually appear. To gain the lives, rescue the blokes in the cages.

Another useful hint is collect as many power pods as you can. These give you extra energy and allow you sustain more damage from the baddies.

## Botony

Collect the two pods here. To defeat the end-of-level guardian, jump before it sweeps down. If you get the timing right, you'll kill it. Jump on the spot to collect the bonuses from him.

## Oakley

Collect the shield. Be careful not to fall off the first slope as there's a gateway. Enter it and power punch, if you can. The baddies will all die and you can collect the bonuses. The entrance to the secret room is located here.

Pick up the Yin Yangs to power-up. In the sea, don't stand on the platform for too long. Jump on the springs to get onto the higher platforms and clear the flames.

You need to collect as many I-Ching symbols to achieve Inner Truth. If you fail, the game's over and you can forget about the end of level guardian!

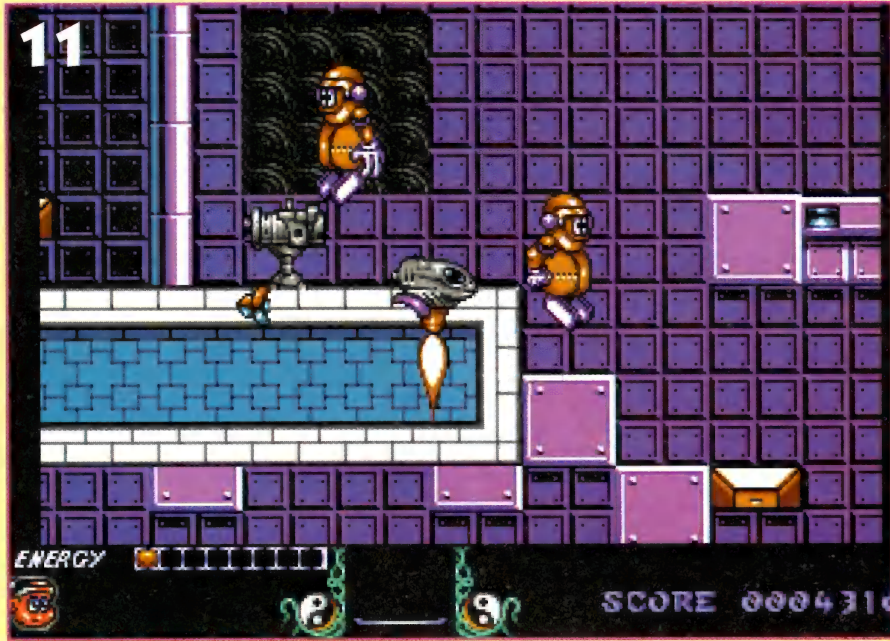
## Abodia

Pick up arms from the pots where you can (by standing over them and punching). Collect the mapping device - you can now press F5 to view the level map. As most platform fanatics will know, these can be extremely useful, so it's worth going out of your way to get. To find the secret room, stand still on the fountain on top of the waterfall. The entrance will appear.

The end of level guardian looks nasty but isn't that hard to beat. It'll viciously spit rocks at you, which you must avoid by kneeling. If you get that right, killing it should be easy.







### Volcania

If you start on the bottom platform, you'll get a pod immediately. To get across the lava, travel on the metal box.

The secret room on this level can be entered by standing still on the platform immediately before the second bit of lava. Remember to release the blokes by punching the cages.

The end of level guardian can be defeated if you keep kicking it while dodging the rocks falling from the ceiling.

After you have successfully done this, you can save the game at the current position, which is always useful!

### Slipstream

On this level, just go for it on the hoverboard. Be careful of flying hazards and bolts from the floor.

### Zybox

Get to the top of the platform and kick the pots, but be careful! The pots can either be pods, or skulls - which will reduce your energy.

The end of level guardian will

thoughtfully spit out nuts and bolts, so do your best to avoid these.

### Deltoid

Progress through the level as best you can. To kill the end of level guardian, dodge the fire and kick it to death.

### Topaz

You will eventually get to a shimmering tile. There are two platforms to the left of it. Jump off at high speed to reach the end of level guardian.

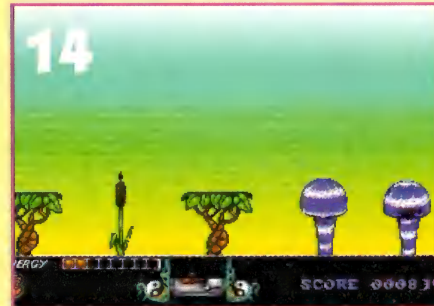
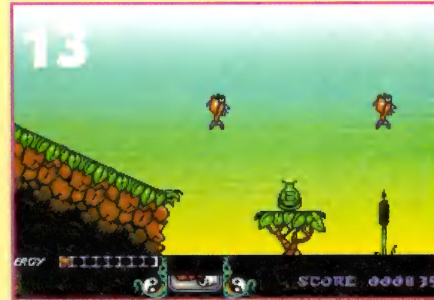
To kill the guardian, stand to the right of the screen and punch the rings into him. You need to do this because you can't kill it directly. You can jump over it though, if you think this will help!

### Danglevine

There is only one path. Follow it. At the end of the slope, watch out for the fish. Collect arm at the end of the platform.

To do the water spouts, jump onto a spout while it is going down. Before it sinks, jump straight up. The spout will come back. Then move on to next spout while it is going down. Keep doing this until you are through.

The end of level guardian can be killed by jumping on to the ledge beneath it. If you don't, it will shoot little bees at you, so stay below it and punch to kill the thing.



### Barkus

To find the secret room, go on to the middle level. Keep jumping. Get to the big clump of trees and stand still.

To defeat the end of level guardian, stay ducked. Kick logs back at it as you can't kill it directly.

Well, there you are! A few ideas to help you on the first ten levels of *Dojo Dan*. We'll be giving you some more ideas about the next ten levels just as soon as we get there ourselves!



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## Not On Your Nelly

Last month I opened up my Amiga Action to find a 100 BEST GAMES EVER supplement. I started to look for two of my favourite games, which are *Cruise for a Corpse* and *Special Forces*.

I found to my dismay, however, that neither of these games were mentioned. Is this because they were not good enough to be included? And please, please, please, do a GTGA on *Cruise for a Corpse*. Please?

**James Hayton,  
Maidenhead.**

Yes.  
No.

## Sensi' Soccer Club

I'm planning to set up a *Sensible Soccer* club in the Glasgow area, and I enclose for your perusal some literature which I'll be sending to prospective members.

I enjoy playing *Sensi* very much indeed and I'm sure you'll agree that it's at its best when playing against a non-computer opponent.

Anyway, to get to the point, I'd be extremely grateful if you would consider publishing this letter as a means of letting your readers know about the club.

As I said earlier, the club will be based in Glasgow, but if anyone is willing to travel regularly from other areas then certainly they'd be more than welcome.

We shall have league and cup competitions, a goal of the season and a regular newsletter. More details are available through the application form.

If anyone is interested then they should write to me at the following address, with a stamped addressed envelope large enough to take the A4 sized literature:

Martin Phee, 28 Stamperland Hill,  
Clarkston, Glasgow, G76 8AF.

## More Footy Leagues!

I have recently started a Computer Football Association (CFA) in the North West area of England. The club is based near Stockport and it's based on the games *Sensible Soccer* and *Kick Off II*. Obviously, this club will be most convenient for people living in the area, but if you're prepared to travel, we'd be more than happy to welcome you.

Along with a full league competition, we'll also be holding regular cup competitions and various other events. It promises to be very exiting and there are plenty of cash prizes on offer!

A regular newsletter containing news, results, statistics and more besides will be sent to each member and we'll be seeking the support of magazines such as *Amiga Action*.

For more information and a full application form, please send a large stamped address envelope to: The Computer Football Association, 16 Vernon Close, Poynton, Stockport, SK12 1NG.

## The Great PD Debate

I have been a reader of your magazine since issue One. The point I would like to make is about coverdisks. After reading "Less PD Please..." in the September issue of *Amiga Action* I felt that I had to make this point. I thought that all the PD games on the July disk were excellent, especially *Twintris*. I have played it over and over again and find it very addictive and well presented. I have spoken to other readers of AA and they all bought the mag because of the rather excellent coverdisks.

I would also like to say how good the reviews are and that I don't think any other mag is in its class, so keep up the good work.

**C Sharpe, Cleethorpes.**

In the August issue of AA, an M Dowler of Preston wrote in and said he wanted to see fewer PD games on your coverdisks.

I love the complete games, particularly *Twintris* and *Dithell's Wonderland* and I'm constantly playing them. Please continue to put decent PD on your coverdisks and

whatever you do, don't let them get to you!

**Richard Clark,  
Canterbury.**

I have owned my Amiga for three years and I'm a dedicated PD freak. The quality of PD software is always on the increase.

I think that you should have more PD on the disks, because it offers long term lastability, unlike commercial software demos. Having said that, last month's selection of games demos was incredible, so a combination of demos and PD is the best option.

**Dillon Eyre, Bridlington.**

## STAR LETTER

### Severely Naffed Off

I wandered into my local Dixons store the other day only to discover that the price of the Amiga 600 had been reduced by a further £100. Nothing wrong with that, of course, unless that is, you bought one about two months previously for £400, like I did.

I was quite sure that what I had bought my son was the latest and greatest home computer on the market. Obviously, this is not true, although he is delighted with it. What other reason would warrant such a dramatic price reduction?

**Mrs Wardle, Cumbria.**

*Commodore's determination to compete with the console market is possibly the major reason. After all, if you wanted a games only machine, which would you buy - an Amiga 600 for £300 or a 16-bit console for around £150? What Commodore should do is produce a cheap games orientated Amiga with a much quicker processor. And yeah, losing £100 is a real bummer.*

Although I think your mag is a great way to use paper with its stylish reviews and great Boggif's Domain, I think the usage of your coverdisks is definitely one of an unrequired type.

I have heard that there is a new law about not being able to put full games on coverdisks. I have also heard that there is a mixed opinion about putting PD games on coverdisks and I do understand how hard it can be to get commercial game demos.

I know that many people, including yourself, might be in total disagreement with me, but the point I'm trying to make is that I think your coverdisks should be scrapped and the price of your magazine reduced. I feel sure that most readers would be faithful to your magazine without the coverdisks available on it.

If necessary, just put one coverdisk on the magazine and be done, but please refrain from giving us PD software.

**Dean Jarratt, Pontefract.**

*We've been inundated by letters on this subject and it seems as though most people want more PD on the disk. As usual then, we'll continue to bring you the latest selection of demos and use only the best Public Domain games to fill up any additional space.*

## Maniac Mansion Reply

I am writing in reply to the letter from Steven Bartle who wrote to *Amiga Action* in search of *Maniac Mansion* from Lucasfilm. I have a copy of this and wouldn't mind parting with it for the reasonable price of £26. I bought it for £35. The whole package is in mint condition and all of the items are in place. If you are still in need, please don't hesitate to contact: Gary Barker, 36 Limefield Road, Radcliffe, Manchester, M26 0SU.

*Judging by the the sort of letters we've had asking for information in this letters page and others, we're starting a swaps page from the next issue, so if you have any information you want from other readers, or equipment to swap, or a problem you need help with and we might not be able to answer, or are just telling people about compter clubs you are thinking of starting, now you have the place to put it all!*

## Five Star Rule

While I don't disagree with your decision to drop the graphics and sound ratings, I am confused why so many magazines, including yourselves, stick with the seemingly pointless percentage rating.

Reviews these days seem to go one way or another. That is, a game receiving less than 80%, in your magazine especially, is usually well worth avoiding. An additional few percent, therefore, can make all the difference and drag a game into a different boundary altogether. I'm sure you'll agree that 81% sounds a lot better than 79%, yet there's only 2% difference. This can, however, sway prospective buyers one way or the other.

Anyway, to get to the point. What I'm trying to say is that a percentage score is needless. Why don't you do away with percentages and use a five star rating, or something similar instead?

And finally, dropping the magnificent Super Leagues was a huge mistake. I always consulted them before I made a purchase, so please bring them back as soon as humanly possible.

### C Shore, Portsmouth.

*We've had this debate on numerous occasions and every time, the majority of readers seem to have shown a preference for the fail safe percentage rating. Anyway, you can easily convert a percentage score into a five star rating by simply dividing the percentage by twenty.*

## Question Time

As Amiga Action is my favourite piece of tree, I thought I'd write to you in the hope that you'd be so kind as to answer the following questions. So here goes:

1. What percentage would you reckon to give to the following games: *Onslaught*, *Skweek*, *Super Hang On*, *Rugby - The World Cup*, *WWF Wrestling*, *Drivin' Force* and *Live 'n' Let Die*?
2. Will the *Citizen Swift 9* work on the A500 or do you need some extra bits of hardware? If so, could you please tell me what you think I might need?
3. Is *Emlyn Hughes International Soccer* like the Spectrum version, but greatly improved?

4. Which of the following are the top two footy games: *Super League Manager*, *GT Soccer Challenge*, *The Manager*, *Championship Manager* and *Striker*?

5. Is *John Madden's American Football* worth £40?

6. Will *Streetfighter II* ever come out on the Amiga, and if so, when?

Thanking you in advance,

### T Carreiras, London.

*1. 65%, 66%, 87%, 23%, 19%, 27%, 58%. I'd better say these scores don't necessarily represent the views of the entire Amiga Action reviewing team.*

*2. According to our technical friends upstairs, the Citizen Swift will work with any A500 computer, so long as you possess the relevant printer driver.*

*3. I've never seen the Spectrum version, but yes, it's bound to be a little better at least. It's a pretty good game though, and it's available on the Touchdown budget label. Hope that helps!*

*4. None of these. The top two footy games are definitely Kick Off II and Sensible Soccer. The best games out of the selection you provided are The Manager and Championship Manager.*

*5. If you're after the best American Football game, then yes, John Madden's is worth £40.*

*6. Yes, Streetfighter II is coming out on the Amiga. It may even be here for Christmas.*

## Change For The Worse

I have bought Amiga Action since issue number five, and I have witnessed quite a few changes. Unfortunately, I found issue 35 very disappointing, mainly because of the new review system.

1. I don't understand why the devil you have dropped the graphics and sound marks.
2. The analysis boxes are far too small. One of them was only 20 words long, which is very short compared to some other magazines. Remember, there are about

50 games released each month (*Don't think so! - Ed.*) and most of them are very highly priced. Therefore, we need some really good reasons to buy them. While we're on the subject of reviews, I think you need to be more critical.

3. The Blue Print section is good. And, I'd like to see a lot more PD games, like *Twintris* which was truly amazing, on your coverdisks.

### Thomas Man, London.

*We've just done a reader's survey and quite a few of you said similar things. So yep, there could be a number of slight changes. If you've taken the time to glance through this very issue, you'll have noticed that the sound and graphics marks have already returned. We are here to please you, remember.*

## Strapped for Cash

I have to admit that at the moment I'm struggling to make ends meet and would love to know why so many computer mags, including yours, are so damn pricey.

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### Charles Dick, N. Ireland.

*The coverdisks are a very important and popular feature of the magazine, and if we were to take them away, we'd probably get our heads kicked in and lose loads of readers who buy the mag to play the demos, as well. Besides, we think including a set of games for you to play is a pretty good idea! What do you think?*

*Anyway, that's another Talkback until next month. Don't forget to write with your views!*

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# ACTION COMPETITION

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**J**ust to prove our Readership Survey was done to find out what you wanted and wasn't there just to fill space, we're hoping to start a regular swaps column in this magazine.

If you have anything to sell, or if you want information or help with something, or if there is anything at all you think other people might be able to help you with, fill in the coupon below or a photocopy of it, and send it to Peter Lee's Swap Shop, Amiga Action, Europa House, Adlington Park, Macclesfield, SK10 4NP.

## EXAMPLE

*I've got a copy of **Monkey Island 2** and **Carrier Command** to swap, and would like **Lotus 3** in exchange.*

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# Boggit's Domain

Now you can catch up on Boggit's latest thoughts without having to visit this foul creature at home...

**W**ith a plastic carrier-bag stuffed with pies in one hand, and a nasty club in the other, the Boggit has been snooping around the software houses in search of the game which is going to be 'Top of the Computer Pops' this Christmas.

## Virgin Software – Pure, White and Deadly

Have you ever had the funny feeling that someone is watching you?

I never gave the idea a second thought until I saw the opening sequence of the new adventure game from Virgin Software called *Kyrandia*. The game begins in the depths of a mysterious forest where beautiful flowers bloom in the dappled sunlight beneath a leafy canopy. Gigantic trees crowd together to form a barrier against the world of men, and hide from prying eyes a land of mystery.

Inside the hollowed out trunk of one large tree lives a wise old man who knows the many secrets of this forest kingdom. An evil jester has escaped from his prison and is out to create havoc in this peaceful land by using magic to turn everyone to stone – including the old man!

When I saw the old man peering out of the window of his tree a shiver ran down my spine. Somebody has been spying on me, that can be the only answer.



Search any dungeon for long enough and you can bet a gold coin to a pinch of magic dust that a huge red dragon is going to turn up eventually. *Eye of the Beholder II* is no exception.

The game has been written by Westwood Associates – the creators of *Eye of the Beholder* – and it will be on sale in Britain in December. I don't know whether to be flattered, or sue them!

Having previously created *EOB II*, arguably the best role playing game for the Amiga, Westwood are now set to do battle with Lucasfilms, (writers of *Monkey Island*) for the position of top graphic adventure creators. The style and artwork of *Kyrandia* looks very similar to the Lucasfilm games and is streets ahead of any other competitor. Watch out for this game; it looks as if it's going to be a smash hit.

Virgin's other secret weapon is a sequel to *Dune* – their successful

sci-fi trading game. Imaginatively titled *Dune II*, the game is on the drawing board, but I've seen no details as yet.

## U.S. Gold's Adventurous Titles

To a fanfare of trumpets, U.S. Gold has lifted the curtain on their big games for the coming Yuletide buying spree. The

big names which will be coming your way are *Legends of Valour*, *Crusaders of the Dark Savant*, *Indiana Jones – Fate of Atlantis* and *Flashback*.

*Legends of Valour* brings a new look to RPGs on the Amiga by using a scrolling 3D

A high-speed chase on a hover bike and smoothly animated graphics are what Delphine have in store for you in *Flashback* – the next graphic adventure from them.



world. In this game you will control a single character who can be one of many different types (i.e. fighter, thief, magician etc) and depending on which profession you wish to take up, you will be given completely different quests to fulfill.

This means there are lots of different scenarios to play out in a land which sprawls across acres of countryside and through miles of dungeon corridors. U.S. Gold are really pushing this game, as they believe it will be a mega-hit with Amiga players.

It is set in a medieval town which is populated with hundreds of strolling characters who are ripe for the picking. Thieving and sleeping in the streets is frowned upon by the local guard, but murder seems to be quite acceptable. Sounds like France!

The game was written by Kevin Bulmer who also wrote the sci-fi adventure *Corporation*. As I recall, that game also featured scrolling rooms and corridors which were filled with monsters. (I didn't see much of that game as I spent most of my time jumping up and down in a corner trying to spot the invisible monster who was beating me to a pulp.)

From what I have seen so far the gameplay of *Legends of Valour* looks interesting, but I think I'll wait until I see some more before I start getting too excited.

Part seven of the *Wizardry* series – *Crusaders of the Dark Savant* – is also poised to storm the Christmas charts, and in this case I am more confident that the game will live up to what is bound to be loads of hype.

Flashier graphics and easier gameplay guarantee a glittering future for this eagerly awaited release. The two aspects of the previous game (*Bane of the Cosmic Forge*) which caused problems were the task of mapping the huge dungeon, and the difficulty of questioning non-player characters. The new game has magically solved these difficulties by including a mapping spell which your characters can use to display a 'wizard's-eye' view of the surrounding area, plus a mind-reading spell that helps you to find out what information is likely to be known by an NPC.

What the game does retain is its plethora, (that means "lots" to you!) of different races and skills to choose from when creating your party of adventurers. Some other small touches which have been added include the option to drop an object then recover it later when you return. Assuming you ever do manage to return, I should say!

Someone who has returned is 'The Man in the Hat'. With his flashing whip and ready wit Indy Jones is once again on the trail of vanished civilizations and fabulous treasures in an action packed graphical adventure.

Nasty Nazis and evil scientists are hot on your trail as you seek to uncover the true fate of the sunken city of Atlantis. *The Fate of Atlantis* is the game which will convert every sceptic into an adventure fan. It looks great, it isn't too hard, and it's lots of fun.

Delphine is the French (spit!) software company who brought you *Cruise for a Corpse*

and *Another World*, both of which proved very popular with humans this year. Well, despite my reservations, they are back with another game from the same mould and this time, it's called *Flashback*.

The demo disk looks very similar to that from *Another World* – they're both blue, square plastic things! The game demo on the disk also looks very similar. Namely a world of polygon graphics in which our hero runs, jumps, climbs, rolls and ducks his way past hostile animals in a jungle covered planet. I think it'd be better if I said nothing!

## News Flash...

Now here is a surprise titbit of news. At vast expense, a recent survey has discovered that what influences game players in their choice of games is not advertising, but what they read in computer magazines. I could have told them that for nothing! The strange thing is that a software company is prepared to spend thousands of pounds on advertising, but it takes an hour of begging to get them to part with a review copy of the game which only costs them a few pounds.

Of course they do know that the advert will say that the game is the greatest leap forward in computer gaming since Pacman. A review copy sent to the wrong person could just get them the Compost Heap Award.

## BOGGIT'S MAILBAG

There is a secret place where the weary can find rest. There the downhearted have their spirits lifted with a kindly word. A gentle hand is there to cool the fevered brow, and all questions will be answered.

Unfortunately we don't know where that wonderful place is. I'm afraid all we've got to offer is another helping of abuse from the 'Old Git of the Forest!' Ah well, I'm not sure if things could be worse, but you never know...

### Lure of the Temptress

*I am at the moment spending most of my life wandering around the village of Turnvale in Lure of the Temptress. I have been to the dragon and now I have to get into the castle, only I can't! I think I have done everything to everyone, everywhere, (Oo-er!).*

*P.S. Please move house as your address gives me writer's cramp.*

Steven Bates, West Bromich.



Peeping through windows is the sort of sneaky, underhand thing that only the Boggit gets up to, but you'll need to follow his example if you aim to succeed.

I've got an easier solution to your writer's cramp – stop blooming writing to me!

I think you'll find that there is a certain Skarl who behaves differently to all the rest. Follow him and he should pay a visit to the local shop. If you peep in the window while he is there you may uncover his secret.

## STAR LETTER

### Captive in a B.A.T. Cave

*I am an avid reader of your pages and enjoy reading your helpful hints, but now I think it's my turn to write in.*

*I'm stuck in Captive, to be more precise I'm stuck in the base of the first planet (BUTRE). I've collected the planet probe, but I can't get out of the base. I can blow up the base, but kill myself in the process. Could you please help me?*

*Also, could you tell me how do I get into the XIFO club in B.A.T.?*

Spr Smith, 21 Engr Regt. BFPO 48

I do love letters from military men. I was in the military myself you know. During the war I was in the Gnome Guard for a few months then I was transferred to the National Elf Service. Even today I am still on a list of special reservists. If any real trouble starts it's my job to pile sandbags around Madonna.

However I see you are keeping up the fine traditions of the British Army – you can get yourself into a room, but it requires an officer to tell you how to get out again.

If you are a regular reader of the column then you must be the one Sapper who can read. Do you also know the one who can write? I will write this answer very slowly, as I know some of you humans in the 21st Engineers don't read too quickly.

Once you have put the explosives on top of the generators you should leg it back to the entrance door, because you only have a short time before the whole place explodes. In some of the early planets it's a good idea to lay a trail of objects leading to the exit or you'll never find the way out.



## Making a sharp Exit in Monkey Island

*My name is Tristan and I come from Sussex. Please can you stop me banging my head on the wall by helping me with a certain part of*

Later on you can buy a device which will guide you to the door. It should also be realised that the device works equally well outside, which will prove very useful when you can't even find the entrance! Having rushed to the exit, press one of the buttons on the door and then something naughty will happen.

The game loads up some code which changes the door into a solid wall. I assume this is what is causing your problem.

The really difficult solution to this problem is to TURN AROUND! The game has for some strange reason simply spun you to face the opposite direction and the door you seek is behind you. Pretty tough eh? Are you sure you should be playing this game without a Sergeant shouting instructions by numbers?

As for B.A.T. it's bloody French isn't it laddie? I should really tell you to double around the parade ground with a fire extinguisher above your head for daring to ask such a question, but you probably didn't read the bit which mentions my dislike for these games as I imagine you were too busy colouring in the pictures.

However, first talk to the woman in the bar and pay for some information. Find Glockmup (try outside the Galaxy). Go to the park and at 2000 enter the Museum. Here you should be able to buy the pass you need.

Once you're safely outside *Captive's* space bases you can watch the firework display as the generators explode, but make sure you know how to make a quick exit.



**Lost in the Jungle? Stuck up a banana tree looking for the Swordmaster? Follow Boggit's instructions and you'll soon uncover this dangerous cove's hidden lair.**

*Monkey Island. So far I have got onto the boat, found the key in the cereal packet, opened the cabinet and got the note. Does the note mean anything special? Do I have to get into the cannon? I can fire the cannon but Guybrush won't get in. Please send me your reply because my local shop doesn't sell Amiga Power. (Sensible shopkeeper! - Ed.) You should complain to them.*

*P.S. I have a poke for Sega's Wonder Boy.*

Tristan, Petworth.

Well I'll let Wonder Boy know that you're going to give him a poke - I'm sure he'll be delighted! I did think of writing to your local shop and complaining that they don't sell Amiga Power, but as this magazine is called Amiga Action I thought I'd forgive them. Exactly how long have you been banging your head against that wall?

The note you have found is a recipe which you must follow before you bother trying to escape from the ship. As you won't have the ingredients needed for the recipe it looks like you're going to have to improvise with some other bits and pieces. What you must use is:- 1. Cinnamon Stick, Breath Mint, Jolly Roger, Writing Ink, Fine Wine, Rubber Chicken, Gunpowder and Cereal. Use these ingredients in the pot and Guybrush will pass out. (Sounds like my recipe for Cabbage Wine.)

When he awakes use the T shirt on the flames under the pot then go and get some more gunpowder. Use the gunpowder with the cannon nozzle and then use the pot. Guybrush will automatically blast himself off the ship and onto the island.

## Arrested Development in Monkey Island II

*I have had Monkey Island II for a couple of months and I am stuck on part 2. I followed what your magazine said last month, but no matter what I do*

*Kate does not get arrested. Can this be a fault in my game or is there something missing from the solution that you printed?*

*Incidentally, I am a rather beautiful, blue-eyed blonde.*

Alison, Aberdeenshire

*You are a beautiful, blue-eyed, blonde what? Haggis? Three-toed sloth? I'm afraid females no longer interest me. I brought a female Boggit home with me once and she ate all of my chips and was sick in my slippers. Never again! I'll settle for my fleecy-lined hot water bottle and a mug of cocoa.*

I can only assume that there is some action which you haven't taken which is preventing the game from moving forward. You must stick Kate's leaflet on top of the wanted poster on Phatt Island otherwise there is no way that she will be arrested. Yours is not the first letter I have had on this subject, so I guess I'll assume you are not mad.

If anyone knows the answer to this question I'll be interested to hear it. Incidentally, I notice you are Scottish, so I don't suppose you'll be able to read this reply for a few months, unless you are pretty high up on the borrowing list for the single copy of Amiga Action which is sold in Aberdeen.

## Kwik Kwip

**Q. What does an Atari user call his pet zebra?**

**A. Spot!**

## Dungeon Master Meets the Swordmaster

*My boyfriend and I have just acquired an Amiga and as we are new to the swing of things we would appreciate some advice. (Oh no! - Boggit.)*

*We both love adventure games and I am stuck, sad to say, right at the beginning of Monkey Island. Please tell me where to find the Swordmaster. The old shopkeeper tells me, 'The Swordmaster says you can jump in the lake', so I'm really peeved as I've been trained up by the pirates.*

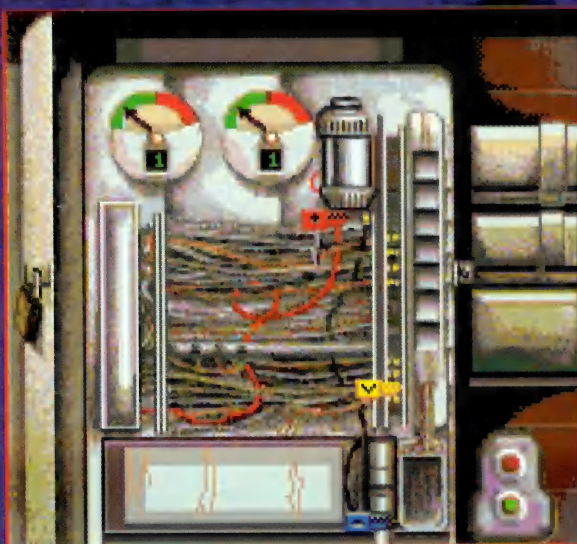
*Also my boyfriend is stuck on level 11 of Dungeon Master as he needs to find a key which fits a lock with the symbol of a wing on it. He thinks it unlocks the door to level 12.*

V. Mills, Hants.

*You're not 'the' Mrs. Mills are you? I used to love listening to you playing the piano. Funny thing is that I thought you were dead. Was it you, or was it your sister that died in the war?*

*The shopkeeper won't take you to the swordmaster - you must find him(?) yourself.*

*Highlight the cursor on the fork - and then enter the fork. Walk NE, N, E, E, W, N. Look at the sign, push the sign, walk east, then walk*



In answer to the Boggit's own plea for help, some kindly reader has forgiven him his rudeness and sent the solution to the phone tap problem in Sierra's Rise of the Dragon.

to the Swordmaster.

I get endless letters from humans seeking the location of the winged key and they are all wasting their time as the key is in the Tomb of the Firestaff on Level 7 – and you can't get in there yet. It follows that your problem is nothing to do with this door and you should therefore be seeking some other way down.

The other problem is that you say he is stuck on level 11, yet the Wing lock is down on level 13. So where the devil are you? Level 11 has the Fury Sword, Boots of Speed and a Ruby key. On this level you can use a mirror to "Enlarge my View". In the corridor of poison gas traps, you can get out by walking slowly and letting the gas disappear before moving forward again.

## Tapping the Line in Rise of the Dragon

For once I'm glad to be able to come to your aid instead of vice-versa. To tap the phone line in Rise of the Dragon, firstly remember to only connect the clips when the two voltage meters are in the green, (preferably zero).

First place the blue clip on the bottom of the black wire, then place the red clip on the top of the red wire. Lastly place the yellow clip on the second wire up from the bottom. You will get a thought bubble if you have succeeded. I enclose a disk with save game position on it with the phone tapped, so you can see what I mean.

You also might like to know that there is a Chinese man in the warehouse district who gives you some equipment, and there is some more kit in the bathroom of your apartment.

I will leave you with this cheerful thought: "If you think the phone tap was hard, wait till you try getting past the security systems!" Maybe your future is inside a fortune cookie. P.S. If you ever find the L.A.P.D. pass let me know.

Martin Fellas, Brierly Hill.

What a kindly lad you are to help out a poor old Boggit. I've a good mind to send you something. On the other hand, thanks to you

I'll now have to play the game knowing that there is a rotten bit up ahead that is harder than the rotten bit I got stuck at, so you can bog off!

If anyone else knows where this missing pass is hiding I suppose you'd better let me know so I can pass it on to the flippin' rotter.

## Drakkhen – The Final Moments

I write in desperation as all else has failed. How is the game Drakkhen meant to end? I know French games are weird, but this one seems to have no end sequence. I've visited all the castles, collected all of the eight tears, yet I seem doomed to wander around forever, looking for whatever it is you need to finish the game.

I would also like to warn other readers about the French game Ishar. This game won't work on an A600 as you need to press a key on the keypad to start the game – which the A600 doesn't have! The game is also bug-ridden for if you pick up marker for a character from the 5x5 board and drop it on the main screen it turns into a key. Pick that up and replace it on the 5x5 board and you will lose the mouse pointer. Vive La France!

Yours is now the only surviving Adventure hint page in the Amiga mags. It always was the best and justifies the subscription.

D. Guest, Croydon

I'm not really sure that a compliment from somebody who chooses to live in Croydon and buys French games is worth very much, but thank you anyway.

I should really refuse to help anyone who gets stuck in a 'Garlic' game, but here goes:

Once you have collected all of the gems and read all of the inscriptions, go to the magical spot which is just above the cemetery in the middle of the island. Take the north-south path between Hordtkhen's and Hordtkha's Castle. On the east-west path leading from Hordtkhen's Castle to Hordtkha's Castle, look for a magical path leading north (a path of flashing triangles). Drop all of your weapons, armour and possessions, and then take this final road to destiny.

## Useful Tips from Sierra's Kings Quest V

I'm a great fan of the Kings Quest series of games from Sierra and I've just finished the latest in the series – Kings Quest V. Just to show you that a mere mortal can

know more than the mighty Boggit I'm sending you some cryptic hints for this game.

1. There are two things to be found in the street of the town.
  2. Bears like smelly old fish.
  3. If you are looking for a needle in a haystack, ask the Formicidae family for help.
  4. You can't avoid getting locked up in the cellar of the inn. The trick is to get out again.
  5. People from Serenia play an unusual game of paper-rock-scissors. Remember that stick beats dog, and shoe beats cat.
  6. The snake is afraid of rattlesnakes and he has such poor eyesight that he can be fooled by someone who makes the right noise.
- P.S. Is there going to be a Kings Quest VI?

John Black, Beccles

The good news is that Kings Quest VI – Heir Today, Gone Tomorrow (Don't ya just luv those catchy titles!) will be released in the near future. Other new releases are Space Quest V and Quest For Glory III. The bad news is that I don't know if they'll be on the Amiga.

Sierra seems determined to create games which outstrip the basic Amiga's ability to cope with them, which results in poor sales and a question mark over the Amiga's future support. It's got to a point now that only owners of machines with go-faster boards can consider playing the latest games and even those are pale copies of the PC versions.

I'm quite cross about it because I don't think that the features which have been added to the games are worth the aggravation that they have caused. No sense in complaining I suppose because that's the way of things, but I'd like to know how Lucasfilms manage to produce games which run so much quicker and are still packed with gameplay.

I would like to send my ungrateful thanks to all who have sent me hints for various games this month, including Craig Dixon from Bingley for sending me help with the Hook adventure. Remember that I have a chest of goodies under my cot which I grudgingly part with in return for interesting letters and solutions.

At the moment I am most interested in getting solutions to the latest Sierra games, so if you have any to spare, pop a copy in the post – it may be worth its weight in gold.

**If you can't afford a dentist, write to the Boggit and get your teeth kicked in at the usual address:-**

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WOLF CHILD	17.49		
W.W.F. WRESTLING	17.49		
ZOOL	17.99		

## ACCESSORIES

1/2 MEG UPGRADE + CLOCK	24.99
AMIGA 4 PLAYER ADAPTOR	7.99

# ACTION COMPETITION



**Sonic? Pah! We don't need hedgehogs to idolise 'cos Gremlin have given us a Ninja from the Nth Dimension! Yep, Zool is in the shops (at last!) and it's just as fantastic as it was when we reviewed it all that time ago. To make sure you remember who he is, Amiga Action not only presents a marvellous coverdisk demo but also a terrific competition. 10 copies of the game? We have them.**

**10 limited edition Zool T-shirts? We have them. 365 Chupa Chups? Chupa WHAT?**

# DROOL OVER ZOOOL



**T**he winner of this most excellent *Zool* compo will receive a year's supply (one per day) of munchy, crunchy, oh so lovely lollies – or Chupa Chups, as they're known. The manufacturer of Chupa Chups have an exclusive deal with Gremlin to provide our rock 'ard, agile Ninja the source of energy and nourishment for his and your platform capers. And, of course, you'll receive a copy of the game and a T-shirt.

So take a chance and enter our juicy, tantalisingly sweet *Zool* compo. 10 runners-up will win this stupendously superb game and a T-shirt, too!

All you have to do is think of a caption for the photo (A). What is our very own Peter Lee thinking? What is *Zool* doing with his hand down there?

In fact, anything you care to mention but it must be said in no more than 20 words, please!



**My caption is.....**  
(IN NO MORE THAN 20 WORDS)  
.....

Send your witty comments to: Separated At Birth Compo, Amiga Action, Europress Direct, PO Box 2, Ellesmere Port, South Wirral L65 3EA.  
Your entries must reach us by 24th November, 1992.

**NAME** .....

**ADDRESS** .....

PLEASE TICK IF YOU DO NOT WISH TO RECEIVE PROMOTIONAL MATERIAL

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AND ATARI ST

**OFFICIAL UK PRODUCT**  
FULL SPECIFICATION AND 1 YEAR ON-SITE WARRANTY



**PHILIPS 8833 Mk II**  
**14" COLOUR MONITOR**



LOTUS TURBO CHALLENGE 2

VOTED EUROPEAN ARCADE GAME OF THE YEAR 1991

## CAN YOU HANDLE IT?

### THE GAME

Lotus Turbo Challenge 2 from Gremlin Graphics takes racing games to new dimensions. Pass through hazardous tunnels; twist along log-strewn tracks; speed over sand drifts. It's an action packed test of your skill and speed - CAN YOU HANDLE IT!

### FINAL CHALLENGE EXCHANGE

If you already own a copy of Lotus Turbo Challenge 2, don't worry. You can return the Free copy from your new monitor and, for just £5, Philips will exchange it for "Lotus - The Final Challenge". You can use this new software to design and create your very own racing circuits.

### THE COMPETITION

#### WIN A DAY FOR 2 AT THE 1993 BRITISH GRAND PRIX

Imagine grandstand seats at the most acclaimed event in the Formula One year - The British Grand Prix. Philips will fly you and a friend into Silverstone and there's the chance to meet a famous Formula One personality at a celebrity reception. It's then time to take your grandstand seats for the morning's practice. A delicious 4 course lunch follows; then it's back to your seats for the Grand Prix itself.

It's all part of an exciting first prize package in the Turbo Challenge Competition. And, if you don't get the chequered flag, there are 40 runner-up prizes of Ferrari Testarossa remote control cars.

WITH **FREE!** LOTUS TURBO CHALLENGE 2  
**PLUS!** A DAY AT THE 1993 GRAND PRIX AND 40 REMOTE CONTROL FERRARI TESTAROSSA CARS TO BE WON!  
PHILIPS 8833 Mk II 14" COLOUR MONITOR + FREE LOTUS TURBO CHALLENGE 2 SOFTWARE  
**£199**  
INC VAT Ref: MON 8855

### THE MONITOR

- 14" CGA COLOUR MONITOR
- OFFICIAL UK PRODUCT
- 1 YEAR ON-SITE WARRANTY
- FREE! LOTUS TURBO CHALLENGE 2 SOFTWARE
- RESOLUTION: 600x285
- HORIZONTAL FREQ: 15.6KHz
- .42mm DOT PITCH
- STEREO AUDIO SPEAKERS
- EARPHONE SOCKET
- TTL-DIGITAL & RGB-ANALOG COMPUTER INPUT SIGNAL
- CVBS VIDEO INPUT SIGNAL
- DARK GLASS SCREEN
- GREEN SWITCH TO SIMULATE MONO DISPLAY
- AMIGA, ST, PC COMPATIBLE
- CABLE REQUIRED  
See Accessories below

### USING A TV? Switch to a monitor and SEE WHAT YOU'RE MISSING!

If you are currently using your Amiga or ST with a domestic television set, then you are missing out on picture quality.

Unfortunately, because your TV is used to receiving inferior UHF transmissions from the airwaves, it only has a UHF socket. So, your computer has to downgrade its high quality digital RGB (Red, Green, Blue) signal to UHF to enable your TV to receive it. However, because your TV can only display using RGB, it has to convert the UHF signal back to RGB before it can put a picture on the screen. Of course, every time you convert from one signal to another, there is a loss of quality which means that the final picture on the TV is not as good as the original signal from your computer.

You can overcome this with a monitor, which has an RGB socket, not UHF. Your computer will recognise this, and send its original RGB signal to the monitor which will display the image directly to the screen with no loss of quality.

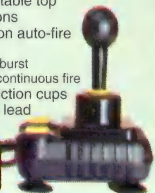
The Philips 8833 is the best selling colour monitor for the Commodore Amiga and Atari ST. Ideal for game playing, it offers excellent colour graphics and has stereo audio speakers for enhanced stereo output from the Amiga and ST-E. The performance and reliability of the 8833 is exceptional, which is why we are confident to offer 12 months ON-SITE warranty with every Philips 8833 monitor. Plus, every 8833 from Silica comes with FREE Lotus Turbo Challenge 2 software, all for only £199 inc VAT.

### RECOMMENDED!

For maximum enjoyment of Lotus Turbo Challenge 2, we are pleased to recommend the best selling Zip Stik Super Pro Joystick. The Zip Stik is probably the best joystick currently available and the world's fastest rapid fire! At only £12.95, it represents superb value for money.

- Durable steel shafted handle
- 8 microswitches
- Handheld/table top
- 2 fire buttons
- Triple action auto-fire
- Single shot
- Short rapid burst
- Megablast continuous fire
- Rubber suction cups
- Extra long lead
- 1 yr g'tee

ZIP STIK PRO  
**£12.95**  
JOY 5600



COMPUTER WORK STATION  
**£49.95**  
MOA 1290

## ACCESSORIES

All of the accessories below are suitable for use with the Philips 8833 Colour Monitor



COMPUTER CLEANING AND VACUUM KIT  
**£19.95**  
MOA 1301



TILT & SWIVEL MONITOR STATION  
**£11.95**  
MOA 5544



HI-TECH GRIPPA COPY HOLDER  
**£9.95**  
MOA 1550

### CABLE - £9.95

You will need a cable to connect the Philips 8833 to your computer. These cables are normally £14.95 each but, if you buy one from Silica at the same time as your new monitor, we will give you a £5 discount so you pay only £9.95 - **var.** Make sure you order the correct cable for your computer.

- CAB 5510 - ST-E STEREO SOUND
- CAB 5508 - ST-FM MONO SOUND
- CAB 5050 - AMIGA STEREO SOUND

**SAVE £5!**



DUST COVER  
**£4.95**  
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- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
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- **FREE CATALOGUES:** Will be mailed to you with offers + software and peripheral details.
- **PAYMENT:** Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new monitor, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

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Tel (Home): ..... Tel (Work): .....

Which computer(s), if any, do you own? ..... 91A

**Yes, another Guide! Next month, we'll be ranking them like a Super League, to improve the best Guide even more!**

**arcade adventure**



**BEAST 3**

*Psygnosis* ARCADE ADVENTURE  
**£25.99**

Absolutely superb final instalment in the Beast series. But don't shout 'you Beast' too loudly at the screen or the neighbours will wonder what you're up to.



**ROBOCOP 3**

*Ocean* ARCADE ADVENTURE  
**£25.99**

A vector graphic arcade adventure where Chase HQ meets Operation Wolf in the only RoboCop game truly worthy of acclaim.

**SPACE CRUSADE**

*Gremlin* ARCADE ADVENTURE  
**£25.99**

Space age small arms firefight in this ace binary version of the Games Workshop board game.

**ANOTHER WORLD**

*Delphine* ARCADE ADVENTURE  
**£25.99**

Another World took two years to create, but sadly only five hours to complete. Absolutely fantastic graphics but far too easy.

**SPACE ACE 2 - BORF'S REVENGE**

*Readysoft* ARCADE ADVENTURE  
**£34.99**

The most expensive computer demo we have ever seen. Whaddya mean it's not a demo? Nice graphics, thats your lot. Yawn.

**ELF**

*Ocean* ARCADE ADVENTURE  
**£24.99**

A pixie-lated hero in its true sense, this turned out to be a surprising stormer from Ocean. And it's not a movie licence, either!

**MOONSTONE**

*Mindscape* ARCADE ADVENTURE  
**£30.99**

Imagine having a sword and being able to hit people with it. Moonstone gives you this violent option in this totally unique arcade adventure. 1 to 4 players can take part in this violent bloody quest. An excellent buy for psychopathic nutcases.



**THE NEVERENDING STORY II**

*Linel* ARCADE ADVENTURE  
**£25.99**

Pass the sick bucket please.

**MERCENARY III**

*Novagen Software* ARCADE ADVENTURE  
**£29.99**

More of the same in this 3D exploration game. A bit boring.

**THE RETURN OF MEDUSA**

*Starbyte* ARCADE ADVENTURE  
**£19.99**

Futuristic Dungeon Master clone. We've seen it all before.

**HARE RAISING HAVOC**

*Disney Software* ARCADE ADVENTURE  
**£34.99**

Roger Rabbit, what a guy, what a game. Good cartoon style puzzle/adventure. Plenty of custard pies and fiery bottoms japes with this one.

**STORM MASTER**

*Silmarils* ARCADE ADVENTURE  
**£29.99**

Very weird, very different strategy game. Nonetheless, an excellent release. Well worth the money.

**BLACK CRYPT**

*Feedback Arts* ARCADE ADVENTURE  
**£25.99**

Has Dungeon Master met its match? You decide with this classic dungeon game.



**ASHES OF EMPIRE**

*Mirage* ARCADE ADVENTURE  
**£29.99**

Civil wars have never been so much fun! Basically a crossover of arcade adventure and strategy. Wicked man.

**LEGEND**

*Mindscape* ARCADE ADVENTURE  
**£30.99**

Dungeons and Dragons games tend to be too complex for the beginner, yet too easy for the expert. Not the case with Legend. Suave, fresh, cool. We like it.

**EYE OF THE BEHOLDER II**

*US Gold* ARCADE ADVENTURE  
**£32.99**

The sequel to the amazing Eye of the Beholder, it's bigger and better than its predecessor. An essential so run to your software store and buy it now. Numero uno.



**D/GENERATION**

*Mindscape* ARCADE ADVENTURE  
**£25.99**

Initially the graphics may not appeal, due to the fact that they're isometric. We assure you: after a couple of games you'll be hooked.

**INDIANA JONES AND THE FATE OF ATLANTIS**

*US Gold* ARCADE ADVENTURE  
**£25.99**

Indiana cracks his whip and the odd joke in this slick arcade adventure game, based on the famous film series.

## LORDS OF TIME

Hollyware ARCADE ADVENTURE

£25.99

Quit your job 'coz there's no way you'll ever want to go outside again. An excellent adventure (sic).

## GUY SPY

Readysoft ARCADE ADVENTURE

£29.99

Some ace graphics don't really save this overpriced spy scenario.

adventure

## FLAMES OF FREEDOM

MicroProse ADVENTURE

£34.99

Abso-bloody-lutely huge adventure incorporating hundreds of locations, thousands of characters and a fair old selection of weapons and vehicles. In a world of its own.



## THE LOST TREASURES OF INFOCOM

Activision ADVENTURE

£N/A

Fantastic collection of some of the best text-based adventures around. Worth buying for the Hitchhiker's Guide alone.

## MONKEY ISLAND 2

US Gold ADVENTURE

£37.99

Shiver me timbers, pieces of eight, and how much wood would a wood chuck chuck if he could chuck wood? Classy, amusing, graphically excellent, sonically brilliant. Probably the best Adventure game in the world.



## SUSPICIOUS CARGO

Gremlin ADVENTURE

£25.99

Often amusing and brain-treasing adventure set in cyberish environment. Benefits from being just different enough to be off the wall. A winner.

## WILLY BEAMISH

Dynamix ADVENTURE

£34.99

Cartoon-style point 'n' click game, excellent once you get into it but beware, without a harddrive you're wasting your time.

## HEART OF CHINA

Dynamix ADVENTURE

£34.99

Join Jake Masters on a rescue mission to save beautiful Kate Lomax on this epic adventure game. Superb, buy it now.

## LEISURE SUIT LARRY 5

Sierra ADVENTURE

£34.99

The man in the dodgy suit is back, and he's still after one thing - dirty fun. Adults only.

## LURE OF THE TEMPTRESS

Virgin ADVENTURE

£29.99

Ooh, gorgeous graphics, gorgeous sound, and you will not believe this - it also has great gameplay! If you haven't got the money, tough!



## HOOK

Ocean ADVENTURE

£25.99

The film was a flop, the game isn't as good as the film. 'Nuff said.

## DUNE

Virgin ADVENTURE

£29.99

Interesting crossover of adventure and strategy. Dune fans will love this so if you don't know what Dune is about, now's your chance.

## FASCINATION

Digital Integration ADVENTURE

£29.99

Boring French adventure. Poor graphics, lousy puzzles and needless porn sequences flush this one down the toilet.

shoot'em-up

## AQUAVENTURA

Psygnosis SHOOT'EM-UP

£25.99

A sea of disappointment awaits in this ocean-based shoot'em-up. Play Aquaventura and get that sinking feeling. Four years out of date and just too sluggish, it soon crashes into a watery grave.

## CYBERBLAST

Innerprise Software SHOOT'EM-UP

£25.99

Equip yourself with a variety of anti-alien weaponry and go in search of inhuman activity in this great slaughterhouse favourite.

## G-LOC

US Gold SHOOT'EM-UP

£25.99

The F14 flight simulator without the simulator. A fighter plane shoot'em up, nothing more, nothing less.



## ALIEN STORM

US Gold SHOOT'EM-UP

£25.99

It doesn't and never really could have lived up to the superlative action and excitement of the arcade original. One of those games that was never going to make a decent conversion.

## FIREFORCE

ICE SHOOT'EM-UP

£25.99

If, in a few years time, your kids ask you what you did in the war, you can invent some pretty convincing stories after playing this a few times. Definitely a game for those who'd like to cut a few throats but are always slicing their fingers when buttering bread.

## ALIEN BREED

Team 17 SHOOT'EM-UP

£24.99

Graphically excellent spook'em-up game. Great atmosphere, a classy professional product from a talented team.

## EPIC

Ocean SHOOT'EM-UP

£29.99

It certainly is. Buy it.



## WRECKERS

Audiogenic SHOOT'EM-UP

£24.99

An intriguing storyline enhanced by truly atmospheric graphics and sonics, is ruined by over-simplistic gameplay. Nearly but not quite.

## THE GODFATHER

US Gold SHOOT'EM-UP

£30.99

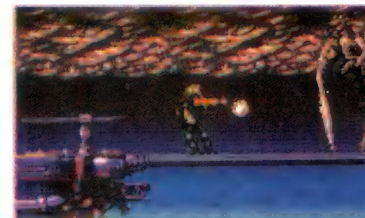
Some of the best graphics so far this year sadly put into a very poor game indeed. Following the plot of the three films may seem like fun but it most definitely isn't. Avoid.

## WOLFCHILD

Core Design SHOOT'EM-UP

£24.99

US Gold's disappointing Strider series might have been the inspiration, but that doesn't stop this being a fair old classic. Technically peerless shoot'em-up.



## ROBOZONE

Image Works SHOOT'EM-UP

£19.99

A blithering idiot of a game.

## SUPER SPACE INVADERS

Domark SHOOT'EM-UP

£24.99

The classic game still retains its buzz. We like it for reasons other than the original creating the industry and giving us our jobs...

## BONANZA BROTHERS

US Gold SHOOT'EM-UP  
£33.99

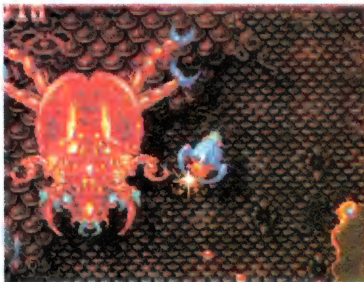
Jolly arcade conversion that makes up for graphical inconsistencies with a lively set of action sequences.



## DRAGON FIGHTER

Idea SHOOT'EM-UP  
£25.99

Flying about on a suspect dragon sprite which takes up a quarter of the screen is not my idea of fun.



## AMNIOS

Psygnosis SHOOT'EM-UP  
£24.99

Multi-directional shoot'em-up with spectacular effects to offer you.

## AGONY

Psygnosis SHOOT'EM-UP  
£25.99

Would you believe it, an owl with an attitude. Graphically brilliant shoot'em-up.

## VIDEOKID

Gremlin SHOOT'EM-UP  
£25.99

Cuddly kid action with this platformy shooty number. A bit of an in-between game really.



## FANTASTIC VOYAGE

Centaur Software SHOOT'EM-UP  
£25.99

Novel approach to the shoot'em-up genre, flying around the inside of a body in a mini-sub destroying antibodies. Body good game.

## RUBICON

21st Century Entertainment  
SHOOT'EM-UP  
£25.99

Superb graphics, decent sound, sadly lacking in gameplay.



## SPACE GUN

Ocean SHOOT'EM-UP  
£25.99

Aliens meets Operation Wolf in this classy space-age blast'em-up.

## STEVE McQUEEN - WESTPHASER

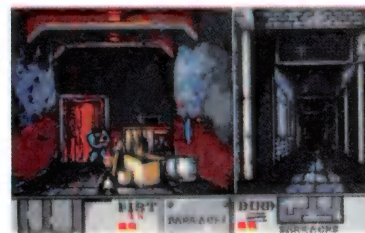
Loricel SHOOT'EM-UP  
£25.99

What has this got to do with old Stevie? Basically what you've got here is an enjoyable cowboys and injuns Operation Wolf rip-off.

## ALCATRAZ

Infogrames SHOOT'EM-UP  
£25.99

Alcatraz has been converted into a hiding place for a top drug baron. A team of armed police must penetrate the prison and bring him to justice. Class game.



## HOSTILE BREED

Palace SHOOT'EM-UP  
£25.99

Attempts to be original can be very successful, or disastrous. This manages to fall in between the two.

## THE OATH

Soundware SHOOT'EM-UP  
£25.99

Why is it called The Oath? Is it because you'll spend most of your time cussing at the miserable speed and the predictable gameplay?

## PROJECT-X

Team 17 SHOOT'EM-UP  
£25.99

Truly explosive blast with superior graphics and sound. So hard, you'll probably never finish it.



## sports simulation

## CALIFORNIA GAMES II

US Gold SPORTS SIMULATION  
£25.99

I wish we could all be Californian. Erm, I'd rather bury myself in an ant hill. Certainly this game doesn't make me want to walk around in ridiculous clothes and start riots in Los Angeles.

## CARL LEWIS CHALLENGE

Psygnosis SPORTS SIMULATION  
£25.99

Athletics Ace Carl lends his name to this neat track and field game. Not the best in its class, but then old Carl himself couldn't get in the US 100 metres team!

## WILD WHEELS

Ocean SPORTS SIMULATION  
£24.99

Wild wheeze more like. Mix car driving and soccer in the same game, and see the result putrify before your very eyes. One that Ocean should forget.

## ESPANIA '92

Ocean SPORTS SIMULATION  
£29.99

If you couldn't afford £2000 to visit the Olympics, Ocean have done the next best thing. They've put it in a box and charged £30 for it. A good idea and a good game.



## ROBIN SMITH'S INTERNATIONAL CRICKET

Challenge SPORTS SIMULATION  
£25.99

Only so-so, even if you like cricket.

## ARCHER MACLEAN'S POOL

Virgin SPORTS SIMULATION  
£25.99

Ever been down the pub and groaned when someone fluffed a dead easy double into the middle pocket? Now you can do it at home and avoid buying the next round.

## GRAHAM TAYLOR'S SOCCER CHALLENGE

Krisalis SPORTS SIMULATION  
£25.99

Grrr... Took Gary Lineker off after 65 minutes, did he? The Challenge is to guess how GT got the England Manager's job.

## MICROPROSE GOLF

MicroProse SPORTS SIMULATION  
£34.99

No detail overlooked in this 'almost as good as PGA' game. Good fun.

## 4D SPORTS BOXING

Mindscape SPORTS SIMULATION  
£25.99

A good attempt at a game that really never could have been.

## TIP OFF

Anco SPORTS SIMULATION  
£25.99

A case of resting on your laurels with the basketball version of Kick Off. Well disappointing.

## ADVANTAGE TENNIS

Infogrames SPORTS SIMULATION  
£25.99

A nice tennis game with nothing else to add. What more can I say?

## WWF WRESTLEMANIA

Ocean SPORTS SIMULATION  
£25.99

Sweaty bodies and face paint is the order of the day in this dodgy rendition of the popular TV show.

## WORLD CLASS RUGBY

Audiogenic SPORTS SIMULATION  
£29.99

A great game based on the Rugby Union of '91, grab it now and give the Aussies a good hiding.

**JOHN MADDEN'S AMERICAN FOOTBALL**

*Electronic Arts* SPORTS SIMULATION  
£39.99

American football games have been pretty dire but EA have changed all that! Buy it - it's absolutely faultless.



**TENNIS CUP**

*Loricel* SPORTS SIMULATION  
£25.99

Pretty so-so tennis sim. At least it gave us the chance to take the P out of Steffi Graf again.

**WAYNE GRETZKY ICE HOCKEY**

*Bethesda* SPORTS SIMULATION  
£25.99

Basically Ice Hockey with a violent streak. Good unclean fun.

**THE MANAGER**

*US Gold* SPORTS SIMULATION  
£25.99

A football manager-type game.

**SUPER SOCCER**

*Starbyte* SPORTS SIMULATION  
£25.99

You must be kidding. What a joke. At £26, we're not laughing.

**PGA TOUR GOLF**

*Electronic Arts* SPORTS SIMULATION  
£25.99

Golf is so boring... Zzzz. Uh, oh yes, one of the best golf sims available, but if you don't like golf, forget it.

**JOHN BARNES EUROPEAN FOOTBALL**

*Krisalis* SPORTS SIMULATION  
£25.99

Run of the mill football game. Although cheaper than buying Sky next year...

**SUPER SKI 2**

*Microids* SPORTS SIMULATION  
£24.99

Several average wintry type sporting events in this middle of the road game.

**REBEL RACER**

*Starbyte* SPORTS SIMULATION  
£25.99

Tron light cycles ripoff on an original 3D tip. We like it - not a lot of other people will.

**CHAMPIONSHIP MANAGER**

*Domark* SPORTS SIMULATION  
£29.99

Another football managerial game hits the street, with enough power to kick it well past the halfway line and stay there.

**STRIKER**

*Rage* SPORTS SIMULATION  
£25.99

A football game where you can actually play football! The main play screen incorporates a different view to most and does away with the birdseye view for an elevated angle look. A reasonable enough kickabout.

**SENSIBLE SOCCER**

*Renegade* SPORTS SIMULATION  
£25.99

Fast-paced soccer game. If you hate the Kick Off series but enjoy football, this game is for you.

**LINKS**

*Access* SPORTS SIMULATION  
£29.99

Golf, with a 3D behind person perspective, loadsa courses and loadsa clubs. What more could your binary golfer want? (How about a large sum of money!)

**EUROPEAN FOOTBALL CHAMP**

*Domark* SPORTS SIMULATION  
£25.99

You may have seen this in the arcades... It's memorable because this is the game where not only can you tackle the players, but kicking and punching them is far more effective (heh heh).

**FACE OFF ICE HOCKEY**

*Krisalis* SPORTS SIMULATION  
£25.99

Oiling your body for combat should be more fun than this. I think. Somehow, this manages to make Ice Hockey look more like Curling. Dismal.

**INTERNATIONAL SPORTS CHALLENGE**

*Empire* SPORTS SIMULATION  
£29.99

Ace sports game for ace sports gamers. Lots of unusual features to keep you busy.

**MEGA SPORTS**

*US Gold* SPORTS SIMULATION  
£25.99

Lots to do here in this big sports collection. You won't ever need to venture outside again.

**TV SPORTS BASEBALL**

*Mindscape* SPORTS SIMULATION  
£29.99

Okay ball slugger. But don't run yourselves out trying to buy a copy.

**WINTER SUPER SPORTS**

*Flair* SPORTS SIMULATION  
£25.99

Flair-y nice. This is a team to watch out for. Good all-round package with a great skidoo race.

**EUROPEAN CHAMPIONS**

*Idea* SPORTS SIMULATION  
£25.99

The only dribbling you're likely to do in this is because your mouth is open in amazement at such a lousy footy game.

**LIVERPOOL**

*Grandslam* SPORTS SIMULATION  
£25.99

Good football sim, with all the usual features. Doesn't really set the stadium alight...

**flight simulation**

**MIG-29M SUPER FULCRUM**

*Domark* FLIGHT SIMULATION  
£39.99

Detailed but nonetheless dull flight simulation that manages to get it right in the technical department, but is still on the runway when it comes to good old fashioned fun.



**KNIGHTS OF THE SKY**

*MicroProse* FLIGHT SIMULATION  
£34.99

Chocks away and all that, so get your flying goggles on for the best World War 1 fighter plane sim to date. Spiffing.

**BIRDS OF PREY**

*Electronic Arts* FLIGHT SIMULATION  
£34.99

Plenty of different planes but Birds of Prey is just too jerky to be playable. Not much cop!

**RED BARON**

*Dynamix* FLIGHT SIMULATION  
£34.99

Crash and burn with this WW1 fighter sim. The game certainly did.

**A320 AIRBUS**

*Thalion* FLIGHT SIMULATION  
£35.99

Never in my days have we played a passenger plane simulator as good as this. Forget bombing missions, this is much more technical and difficult. Original.

**SHUTTLE**

*Virgin* FLIGHT SIMULATION  
£44.99

3D Graphics launch this simulator. The technical aspects of the program keep it up there.

**A10 TANK KILLER V1.5**

*Dynamix* FLIGHT SIMULATION  
£34.99

Flying an F14 at high altitude is not much fun because you never see the ground. A10s on the other hand have to fly dangerously low bombing runs. Original but suffers from jerky play and poor updates.

**AIR SUPPORT**

*Psygnosis* FLIGHT SIMULATION  
£25.99

Now this is more like it. Who'd have thought a wire frame flight sim could be so good? Highly recommended.

**racing**

**RED ZONE**

*Psygnosis* RACING  
£25.99

The Red Zone - that area where you fall off your motorbike and the other riders fail to see you on the road. The game is okay, but don't trade your Yamaha in yet.

**CISCO HEAT**

*Image Works* RACING  
£25.99

Police cars racing each other in a dodgy 3D environment. Forget it. It certainly didn't take us long to, thank goodness.

## LOTUS 3 THE ULTIMATE CHALLENGE

Gremlin RACING  
£23.99

The latest in the Lotus series probably isn't worth the dosh if you've already forked out for the other two, but otherwise it's an excellent alternative to hot wiring your neighbour's car.



## FORMULA 1 GRAND PRIX

MicroProse RACING  
£34.99

You'll never experience F1 thrills to the same degree again, unless of course you really drive the things.

## CHAMPIONSHIP DRIVER

Idea RACING  
£25.99

Drive five different types of car in this birdseye-view racing game. Hmm... So so.

## 4D SPORTS DRIVING

Mindscape RACING  
£25.99

Ever fancied wrecking a car on a dirt track? If you have don't buy this. Slow, jerky and very crap!

## INDY HEAT

Storm RACING  
£25.99

A speedy birdseye-view racing game complete with multi-player options, and fancy cars.

## RACE DRIVIN'

Domark RACING  
£24.99

This game was unofficially sponsored by Lada (Joke). Scrap it.

## BIG RUN

The Sales Curve RACING  
£25.99

It should have been re-titled Big Rip-off. Do not buy.

## JAGUAR

Core Design RACING  
£25.99

Vrooom... where did it go? Climb into this classic speedy racing game, and put your foot down.

## VROOM

Lankhor RACING  
£25.99

Formula 1 racing without the technical side. Fast routines and nice gameplay make this an excellent buy.

## CRAZY CARS 3

Titus RACING  
£25.99

A massive improvement on the previous Crazy Cars duo. Compares favourably with Jaguar and Lotus.

## beat'em-up

## FIRST SAMURAI

Ubi Soft BEAT'EM-UP  
£25.99

Classy platform beat'em-up with some gorgeous graphics. Difficult to beat. Impossible to put down.

## FINAL BLOW

Storm BEAT'EM-UP  
£25.99

The only way you're likely to get brain damage with this game is by beating your head against the wall in frustration. Boxing has never been so boring. Avoid it or you'll be sorry.

## TURTLES 2

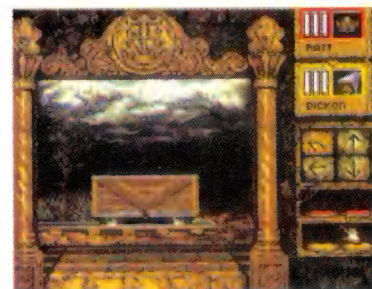
Image Works BEAT'EM-UP  
£25.99

Being green is certainly no fun, and this is not the exception to the rule. Yuck.

## KNIGHTMARE

Mindscape BEAT'EM-UP  
£30.99

Not much to do with the TV program of the same name but this game will put down most others of the Dungeon Master genre.



## DOUBLE DRAGON 3

Storm BEAT'EM-UP  
£25.99

The saddest episode of the twins fight for justice to date. It's a pity really. Stuff it - We don't care.

## MYTH

System 3 BEAT'EM-UP  
£25.99

Freaky number with all the ingredients of an excellent game. Mix 'em all together, put in the oven for 30 mins (gas mark 6) and hey presto!

## strategy

## SIM EARTH

Ocean STRATEGY  
£39.99

The manual for this took at least half a rainforest to make, so bear that in mind when you have to juggle the world's natural resources in this follow-up to Sim Ant.



## SIEGE MASTER

Vulture STRATEGY  
£25.99

Battlemaster clone that owes rather more to the original than to originality. Thankfully it has been forgotten.

## VOLFIED

Empire STRATEGY  
£25.99

Wouldn't be bad at budget price, but still nothing to shout about. It's just another shoot'em-up.

## BATTLEISLE

Ubi Soft STRATEGY  
£30.99

Military strategy the way it should be. It looks good, plays quite well, and it's pretty darned violent.

## FORT APACHE

Impressions STRATEGY  
£29.99

Get off your horse and drink ya milk, plenty of that in this mediocre strategy war game.

## POPULOUS II

Electronic Arts STRATEGY  
£29.99

A massive game that puts you in the shoes of God! Easy to get into, hard to complete.

## REALMS

Graftgold STRATEGY

£29.99

Tired of being a God, or a Mayor? Well, why not be a warlord? Yes, Realms gives you that opportunity. Nice one.



## UTOPIA

Gremlin STRATEGY  
£29.99

Detailed and hugely engrossing space-operatic strategy affair which brings together the best of Sim City and Populous. A bit tough for some, but worthy of more cerebral gamers. Definitely for those who like strategy with shooty frilly bits.



## SPACE 1889

Empire STRATEGY  
£29.99

The year is 1889, the great space race is already underway and steam-powered rockets fly to the moon. It gets worse, or better depending how you look at it. Strange strategy game.

## FIGHTER COMMAND

Impressions STRATEGY  
£29.99

Fancy a day bombing civilians in the Middle East? You can raid Tripoli, Col. Gadaffi's tent and all the other strategic targets, and go on interception missions - the lot. Underrated Strategy.

## TRADERS

Linel STRATEGY  
£25.99

Being an interplanetary trader can be a barrel of laughs. Not this time though. We think we'll stay at home and play with our toy cars.

## MEDIEVAL WARRIORS

Merit Software STRATEGY

£24.99

Medieval bow and swordsmen fight for land, castles and the like in this unimpressive game. We'd fight too if we were trapped in this turkey.

## CRIME CITY

IF STRATEGY

£29.99

Nefarious dealings and shady underworld going ons in this strategy game. Plenty of James Bond thrills as well as a good healthy portion of death and destruction. Fancy yourself as a Mafia man? Well this may well be your cup of cappuccino. (Safer too, I think! - Ed.)

## CHESS CHAMPION 2175

Oxford Softworks STRATEGY

£19.99

Nice version of chess, plenty of options.

## VENGEANCE OF EXCALIBUR

Virgin STRATEGY

£29.99

Another strategy game that incorporates hitting people with swords, plenty of blood to be spilled, and quests to be undertaken.

## DREADNOUGHTS

Turcan Research STRATEGY

£29.99

3D naval warfare game based on battles from the beginning of the century. No radar or guided missiles here! Atmosphere and gameplay in abundance.

## SAMURAI - THE WAY OF THE WARRIOR

Impressions STRATEGY

£24.99

## CELTIC LEGENDS

Ubi Soft STRATEGY

£30.99

Overwhelmingly addictive RPG that's bursting with great characters and superb problems.



Wooden armor and razor-sharp katanas meet horsemen with bows in this very bland strategy wargame.

## FLOOR 13

Virgin STRATEGY

£24.99

The British have their own secret service specialising in assassination and interrogation. This strategy game puts you in the shoes of the top man in charge of keeping stories that could be possibly damaging to number 10. Scary, sinister, frightening.

## PERFECT GENERAL

Ubi Soft STRATEGY

£30.99

Mobile armour battles are the order of the day. Tanks and infantry fight side by side to defeat the attackers.

## CIVILISATION

MicroProse STRATEGY

£34.99

Quite a superb addition to the god business, from the game gods themselves.



## SIMANT

Ocean STRATEGY

£34.99

When you see an ant colony, do you want to run it or pour boiling water over it? It's up to you...

## CONFLICT KOREA

SSI STRATEGY

£29.99

Yet another production line strategy game. Crude graphics, usual strat features. Certainly not anything worth fighting over.

## DISCOVERY IN THE STEPS OF COLUMBUS

Impressions STRATEGY

£24.99

Oh, life on the ocean waves. Should've been better.

## VIKINGS

Krisalis STRATEGY

£24.99

Strap on that horned helmet and

go conquer the world! An okay strat game - at least you don't have to wear the ridiculous clothes.

## WARRIORS OF REILEYNE

Impressions STRATEGY

£25.99

Standard Impressions strategy number. Lots of little guys kill each other on a graphically dull screen.

## RAGNAROK

Mirage STRATEGY

£25.99

Do the Loki Koki in this chess-type game based on the Viking legends. Bloodthirsty meatheads can enjoy the gore while pretending to be intellectual.

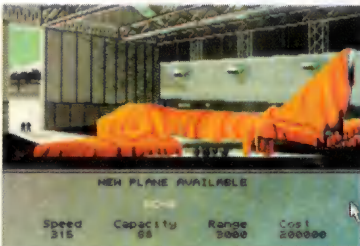


## AIR BUCKS

Impressions STRATEGY

£25.99

Control an airline in this second class entertainment. Pretty good for an Impressions game.



## arcade strategy

## GALACTIC EMPIRE

Tomahawk ARCADE STRATEGY

£25.99

A futuristic adventure featuring some appalling vector graphics and equally poor sound effects. There were high hopes for this one but they soon disappeared. Which is what we did when we saw it.

## STRIKE FLEET

Electronic Arts ARCADE STRATEGY

£25.99

Modern warfare sim that fails to stay afloat.

## RULES OF ENGAGEMENT

Mindcraft ARCADE STRATEGY

£25.99

Great presentation, but the time delays on the standard Amiga make you want to bite bits out of a sofa. They've tried too hard on this particular one.

## SPECIAL FORCES

MicroProse ARCADE STRATEGY

£34.99

Control four Dogs of War in the unofficial sequel to Airborne Ranger. Get your webbing and Dr Martins on and away you go. Arcade and strategy action working as one. Massive.

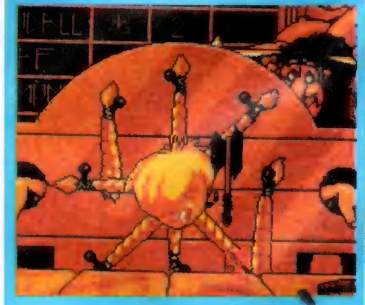


## HEIMDALL

Core Design ARCADE STRATEGY

£34.99

One of last year's best releases. A truly amazing 3D Dungeon Master-type game that nobody should be without.



## platform

## CAPTAIN DYNAMO

CodeMasters PLATFORM

£7.99

Excellent title well worth breaking into a tenner for. We think it's dynamic. (Groan.)

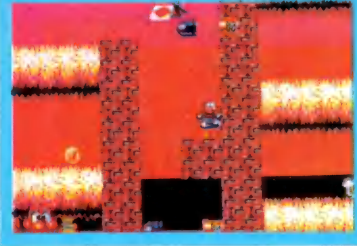


## ROBOCOD

Millennium PLATFORM

£35.99

A cracker that puts so-called console classics to shame.



## LEANDER

Psygnosis PLATFORM

£25.99

Scrummy character designs and silky smooth scrolling combine to make an exceptional game. A worthwhile purchase.



## BABY JO

Loricel PLATFORM

£25.99

At first it all seems terribly childish, but this emerges as one of those games that you can't put down.

## FUZZBALL

System 3 PLATFORM

£19.99

Stupidly simple ditty that seems to hark back to the Vic 20. It's just brilliant. Yeah!

## HAGAR

Kingsoft PLATFORM

£25.99

Basically a platform game, with nothing big or clever about it.

## CAPTAIN PLANET

Mindscape PLATFORM

£25.99

Hmmm. An environmental game. Be Green - don't pollute your Amiga with this rubbish.

## HARLEQUIN

Gremlin PLATFORM

£25.99

Freaky diamond catsuits in this wickedly tricky platform game.

## TOP BANANA

Hex PLATFORM

£25.99

With a title like that, how can it possibly fail? Quite drastically, as it turned out.

## FIRE & ICE

Renegade PLATFORM

£25.99

Sigh, not another platform game... Erm, this one is different. An absolute gem.



## DELIVERANCE - STORM LORD 2

21st Century PLATFORM

£25.99

Once again nice graphics and nice sound put this platform game up at the top with the big boys.



## JIM POWER

Loricel PLATFORM

£25.99

Fantastic gameplay and graphics really sell this amazing platform shoot'em-up game.

## THE ADDAMS FAMILY

Ocean PLATFORM

£25.99

They're crazy and they're kooky. Yep, We're sure they are - over a thousand screens of platform fun, a must for all platform fans.

## ELVIRA - THE ARCADE GAME

Flair Software PLATFORM

£25.99

Errr, nice game, good graphics and... Oh, what the hell - Big bits. Grab it quick.

## COOL CROC TWINS

Arcade Masters PLATFORM

£25.99

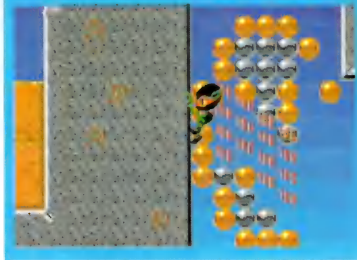
Why do I get wary when lovable green creatures with attitude start

## ZOOL

Gremlin PLATFORM

£25.99

Psychedelic graphics and strange monsters make this platform game a contender to kick Sonic the Hedgehog's ass.



to appear? Call it Turtleitis. Okay gameplay, unusual way of getting about, but nothing special.

## DOJO DAN

Europress Software PLATFORM

£25.95

Middleweight platform affair which lacks the clout to put a dent in the opposition. A pity.

## HOI

Software Business PLATFORM

£25.99

The basics are there but don't expect the world from these green screen heroes.

## RISKY WOODS

Electronic Arts/Dynamics PLATFORM

£19.99

Slickly done. Nice one.

## PARASOL STARS

Ocean PLATFORM

£25.99

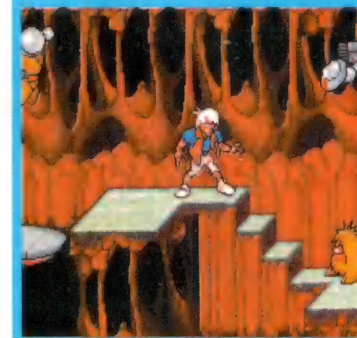
Cuddly Factor 10, this platformer has monsters that are too pretty to be turned into fruit! (Eh? - Ed.)

## PREMIERE

Core Design PLATFORM

£35.99

You're a film editor and you've lost the film! And it's the Premiere! Easy to play, challenging, graphically superb... What more can we say about this excellent platform game?

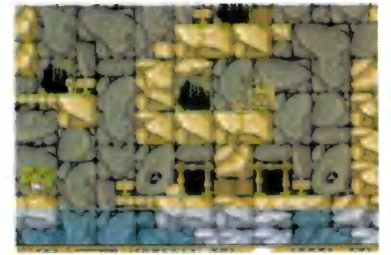


## UGH!

Play Byte PLATFORM

£25.99

Actually, the game isn't as bad as it sounds, although it's a little short in the lastability department. For prehistoric cabbies only.



## CRAZY SEASONS

Idea PLATFORM

£25.99

We'd rather have our teeth extracted with a rusty nail and a five foot hammer than sit through this abysmally easy and dull platform game again.

## puzzle and quiz



## TRODDLERS

The Sales Curve PUZZLE AND QUIZ

£25.99

Don't be a Lemming! If you're going to throw yourself off a cliff, do it with style in this puzzle game.



## KWIK SNAX

Code Masters PUZZLE AND QUIZ

£7.99

Any egg that wears sunglasses is all right by us. (Hmmm... - BEd.)

## TILT

Soundware PUZZLE AND QUIZ

£20.99

An original computer version of an unoriginal game. Different.

## CASTLE OF DOCTOR BRAIN

Sierra PUZZLE AND QUIZ

£34.99

Complicated, taxing, impressive. Puzzle fans will be in their element.

## PUSH OVER

Ocean PUZZLE AND QUIZ

£25.99



Interactive domino toppling, yep this game takes the P out of most other puzzle games.

### CATCH 'EM

*Prestige* PUZZLE AND QUIZ  
£25.99

Dodgy game with puzzle elements thrown in for good measure.

### BUGBOMBER

*Kingsoft* PUZZLE AND QUIZ  
£24.99

Strangely addictive puzzle bomb'em-up. Check it out.

### GOBLIINS

*Dream Factory* PUZZLE AND QUIZ  
£25.99

A tricky little number with a few irritating features. And that's just the elf who lives at the bottom of our gardens. (You feeling all right? - Concerned Ed.)

### STEG

*Code Masters* PUZZLE AND QUIZ  
£7.99

Slippery fun with a cute slug.

### SUPER TETRIS

*MicroProse* PUZZLE AND QUIZ  
£29.99

Nice blockbusting work from MicroProse in this worthwhile update to the Tetris phenomenon.

### WIZKID

*Ocean* PUZZLE AND QUIZ  
£25.99

Great graphics and silly fun abound in this vegetable based game. Yes, we did say vegetable.

### OH NO! MORE LEMMINGS

*Psygnosis* PUZZLE AND QUIZ  
£25.99

On the rodent to hell, yes indeed, those dodgy cult characters are back with more suicidal fun. Die happy, man.

## role playing

### STARFLIGHT 2

*Electronic Arts* ROLE PLAYING  
£25.99

Space trading ahoy. There's little in the way of graphical excitement but plenty in RPGish teasers. Fans of the original will not be disappointed.

### HARD NOVA

*Electronic Arts* ROLE PLAYING

£25.99

Incredibly intricate adventure that'll keep you happy if you've an IQ the size of Mount Olympus. For the rest of us it's all a tad baffling. (Speak for yourself! - Brainy Ed.)

### THE LORD OF THE RINGS

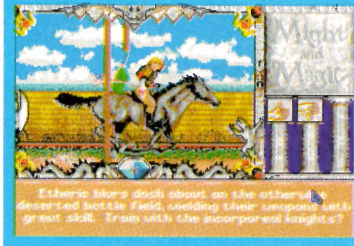
*Electronic Zoo* ROLE PLAYING  
£25.99

Wasted opportunity to make good with an RPG. Clichéd, slow and pretty dire all round.

### MIGHT AND MAGIC 3

*US Gold* ROLE PLAYING  
£40.99

Gigantic roleplaying game. Will appeal to all would-be adventurers, although far too big for your novice player.



### SHADOWLANDS

*Domark* ROLE PLAYING  
£29.99

Overrated product where RPG stood for Rancid Putrid Game. Suspect - best avoided.

### POOLS OF DARKNESS

*US Gold* ROLE PLAYING  
£30.99

Once again an official Dungeons & Dragons product hits the bullseye. Or should that be the dragon's eye? Don your cloak and find out.

### ISHAR

*Silmarils* ROLE PLAYING  
£29.99

Initially frustrating and boring, only after a couple of hours do the real qualities of this gigantic roleplaying game become apparent, but are you willing to wait that long?



### BANE OF THE COSMIC FORGE

*US Gold* ROLE PLAYING  
£37.99

Excellent gameplay, and a real RPG for those who like dressing up in a troll's clothing.

### MEGATRAVELLER 2

*Empire* ROLE PLAYING  
£29.99

If RPGs are your thing, then you'll probably enjoy this. However, we found it graphically crude and frustrating.



### TREASURES OF THE SAVAGE FRONTIER

*US Gold* ROLE PLAYING  
£32.99

We'd rather bang rusty nails into walls with our heads than play this Dungeons and Dragons rip-off again. Definitely for fans or people with more money than sense.

### AMBERSTAR

*Thalion* ROLE PLAYING  
£29.99

It's been a pretty lean time for decent RPGs this last few months, but Amberstar bursts on to the scene to put the rest to the sword.

## bat and ball

### PINBALL DREAMS

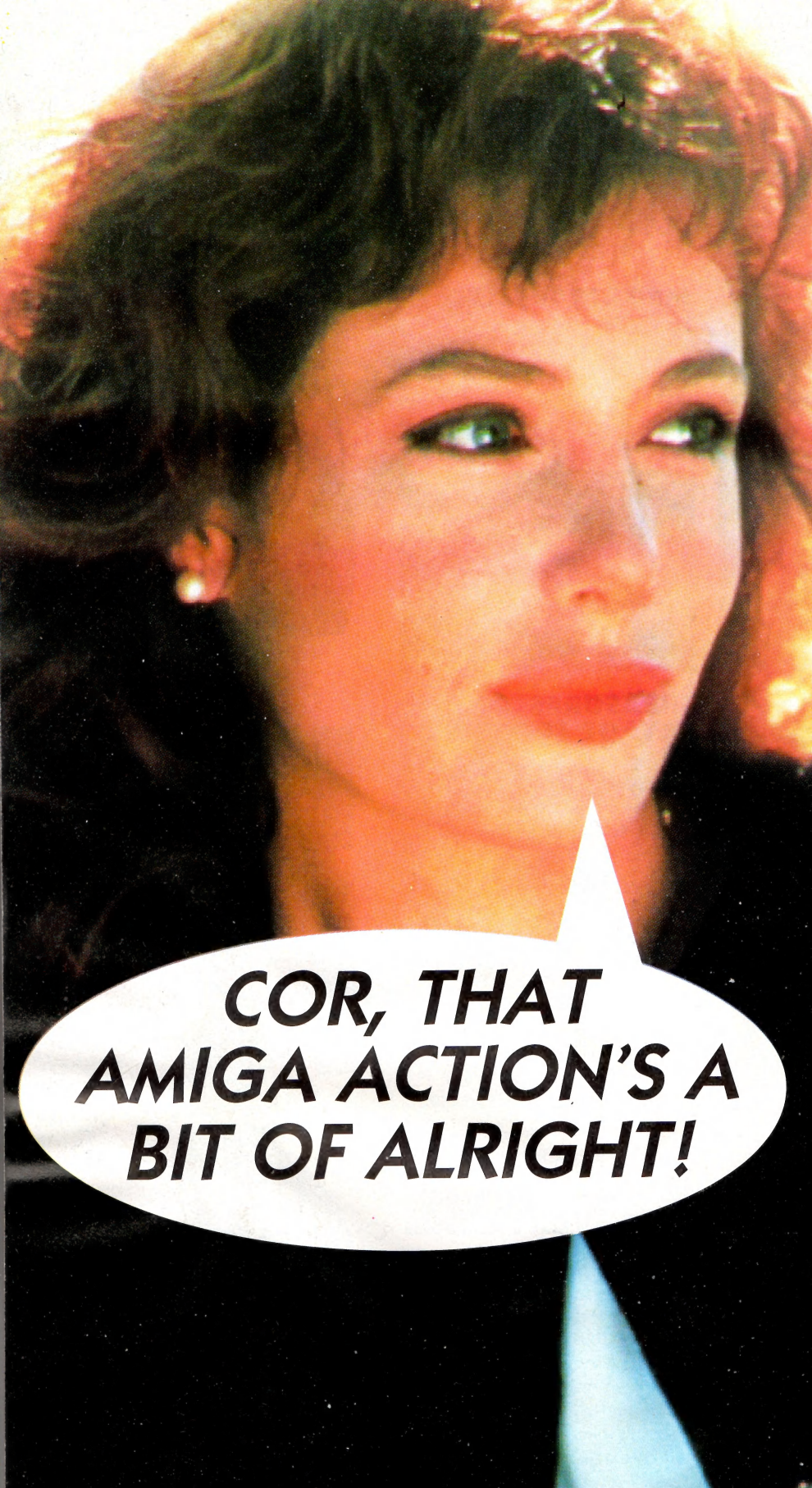
*21st Century* BAT AND BALL  
£25.99

If you're the kind of drooling simpleton that runs to the new pinball machines down the amusement arcade just because you fancy playing with little balls, then this one is undoubtedly for people like yourself...



# STOP





**COR, THAT  
AMIGA ACTION'S A  
BIT OF ALRIGHT!**

**THE ESSENCE OF AMIGA ACTION  
IS IN THE WAY WE LAUGH, THE  
WAY WE SMELL, THE WAY WE  
APPEAR NEXT MONTH ON THE  
19TH NOVEMBER....**

**Don't be a Brut! Why  
pour dodgy chemicals  
over your body first  
thing in the morning  
when you could be  
rubbing yourself against  
the next issue of **Amiga  
Action** instead!**

**You may ask yourself  
why this is supposed to  
be a pleasurable  
experience – well,  
that's easy!**

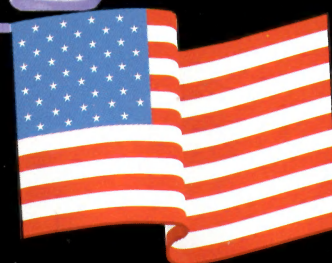
**Expect to see reviewed:  
**Gobliins 2, Nigel  
Mansell, Lethal Weapon,  
Assassin, Chaos Engine,  
Kick Off 3, Motorhead,  
Arsenal and WWF 2!****

**We'll be Giving the rest  
of the Game Away on  
**Gobliins** next month  
too, so whatever you  
do, don't forget to buy  
the new **Amiga Action**  
on **November 19th!****

**AMIGA  
ACTION**

# A320

A·I·R·B·U·S



*On final approach to  
the United States*

Developed in corporation with



**Lufthansa** and Deutsche Airbus

# WIZBALL got married, had a kid...

for the...  
**ATARI ST  
CBM AMIGA**

# WIZKID

**"WIZKID IS A GAME THAT IS SERIOUSLY OFF ITS TROLLEY!"**  
"It REALLY is funny... hilarious in places. You can play it again and again and always find something new... I absolutely love this game to death... it is the most original, funny and clever arcade game I've seen in years. Buy it now." 92% THE ONE  
**"WILD GRAPHICS AND AN EVIL SENSE OF HUMOUR!"**  
"The most refreshing thing in years, and so individual it's as much fun to play as it obviously was to write. If you don't buy WIZKID, your life will be a lot poorer." 91% AMIGA POWER  
**"UTTERLY MAD AND EXTREMELY ORIGINAL... ADDICTIVE GAMEPLAY AND STONKING GRAPHICS"**  
"A truly 90s game... definitely one for the collection." 92% ST FORMAT

OCEAN SOFTWARE LIMITED  
6 CENTRAL STREET  
MANCHESTER M2 5BG

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